

The **Modeler's Resource**
"For the Sci-Fi, Fantasy, Vehicular & Figure Kit Builder"

\$5.95 USA / \$8.35 Canada
May/June Issue #16

**THIS
ISSUE!**

**SPEED OF LIGHT
WITH
AKO-CKO**

**CREATING
TEXTURES!**

**IT'S ALL
PLASTIC
TO ME!**

**INTRODUCING
FLUX!**


**MINIATURE
Castles
and Cottages!**


PLUS!
**HORIZON'S
NEW
SENSATIONAL
JOKER!**




THE CRITICS AGREE!

BARB WIRE  **TWO THUMBS UP!** *The Kit is even better than the movie!*

 "BarbWire is a kit that I would immediately put into the **must have** category for collectors of female figures, as well as anyone else." **DAVID FISHER**

 "Monsters in Motion has a great kit on it's hands - highly recommended to all!" **TERRY J. WEBB**

 "You will not find a better female kit this year."
AMAZING FIGURE MODELER

Solid Resin Model Kit
Quality Cast in Hot Pink!
One Fifth Scale!
Standing 15" Tall!
Barb-Wire Logo Base
\$150.00 plus S & H

Sculpted by
JOHN WRIGHT

COMES COMPLETE WITH

Black Satin Collectors Box!
Full Color Collectors Box Art!
Color Photo Painting Guide!
Assembly Instructions!
Movie Logo Base!

BEWARE!!

If your kit does not come in a "Black Satin Box" with an inserted Copyright stamp in the bottom of the base... then it is not an original!

DON'T BUY RECASTS!

THE FIRST 1000 KITS
also include a Collectors Trading Card!
This **TOPPS** card is not available anywhere else! **AND** a Barb-Wire Comic Book!
SO HURRY!!!
TRADING CARDS

DON'T Call her babe...
BUT DO CALL
MONSTERS
IN
MOTION

714. 577. 8863

330 East Orangethorpe Unit H Placentia, CA 92870 (Just North of Disneyland)

Fax 714. 577. 8865 Website www.scifi-gallery.com/mim/

Visa, MasterCard, Amex, Discover, Diners, Check, Money Order and Layaways!

Full Kit Painted by our Award Winning Artist Hai Leul

Facial insert photo painted by David Fisher.

Of special note is the near perfect anatomy and likeness to
Pamela Anderson Lee

Amazing
Figure
Modeler

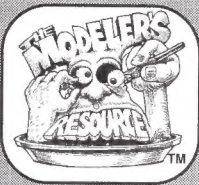


BLAM



BARB WIRE

BarbWire Trademark and Copyright © DARK HORSE COMICS, Inc. All Rights Reserved



Issue #16 - May/June 1997

FOUNDER & EXECUTIVE PUBLISHER
Fred DeRuvo

MANAGING EDITOR
Silvia DeRuvo

ASSISTANT EDITOR - MEDIA LIAISON
Jim Bertges

ASSISTANT ART DIRECTOR
Bill "The Craftbeast" Craft

STAFF ARTIST
Steve Austin

STAFF CARTOONIST
Jonesy

PRINTING
Morgan Publishing

CONTRIBUTING WRITERS

Jim Bertges
Larry J. Brackney
Jerry Buchanan
David Campbell
Bill Craft
Chuck Davenport
Fred DeRuvo
Silvia DeRuvo
Tommy Ellis
Tom Gilliland
Steve Goodrich
Andrew Hall
Cindy Morgan

The Modeler's Resource (member IPMS/USA & SCAHMS), is published bimonthly, during or before the first week of January, March, May, July, September & November. Address: 1141 Holly Avenue, Clovis, CA 93611-6210. Tel: 209/322-9854 Fax: 209/322-9053 e-mail: modres@psnw.com. All contents copyright protected 1997; all rights reserved. Except for the subscription coupon, no part of this magazine may be reproduced or stored in any way, shape or form without the express written permission of the publisher. Some images in this publication were created by the artists at New Vision Technologies and LogoExpress, Inc., and are copyright protected; used with permission. The Modeler's Resource "Face" logo is a trademark of The Modeler's Resource and is also copyright protected.

The opinions expressed in this publication are not necessarily those of the publisher.

We might not be here to receive your phone call. Please feel free to leave a message, but we would also appreciate a call back if we're not available. Unfortunately, we are not able to return all calls.

ADVERTISERS

Please contact us for our current rate sheet and to find out whether or not space is available for any ad that you would like placed. If you simply send us your ad with payment, we cannot guarantee you space. If it turns out that we are full, then we will either send your ad/money back to you, or hold it until the next available issue, depending upon how you advise us.

RECAST KITS

With respect to all resin and limited-run kits submitted for review: The publisher cannot accept responsibility for kits which are subsequently found to have been copied without permission from the original sculptor (recast). Any complaints will, however, be investigated and any offenders will be excluded from future issues of this magazine.

CONSUMERS

You, the reader, are as important to us as our advertisers. Because of this, we try to handle any and all readers' complaints promptly and carefully. If, within a reasonable period of time, you do not receive the merchandise you ordered or an adequate reply from a company or individual advertising within these pages, please write us (no calls). In your correspondence with us, please explain in detail exactly what you ordered and the amount of money you sent (be as specific as possible). We will forward your complaints to the advertiser for action. If no reply or action is obtained, we will no longer accept advertising from that particular advertiser.

DEPARTMENTS

4

From the Publisher

5

Letters

8

In the Arena

16

Across the Pond

18

Available Back Issues

20

Beyond the Bare Bones

22

The Resource Review

24

Gremlin on the Loose!

34

IPMS at Large

42

Animé My Way

44

Coming at You!

46

In Print

48

Exploring the Edge

54

Down the Pipeline

THIS ISSUE'S COVER

AKO-CKO

by Jerry Buchanan

Jerry took this New Type kit and went to town on it. Read all about it in this issue's **Animé My Way...**



Pictured kit built/painted by Jerry Buchanan. Photo by Jerry Buchanan © 1997 The Modeler's Resource. All rights reserved.

Cover

Design/Layout:

Bill "The Craftbeast" Craft, Craftbeast Designs, © 1997 The Modeler's Resource. All rights reserved.

FEATURES

SURFACE TEXTURING

10

by Bill Craft

Want to replicate marble? stone? woodgrain? Find out how, right here...

FAIRBANX MODELS

28

by Jim Bertges

Jim's out and about, this time talking with the folks at one up-and-coming model company - Fairbanx!

FLUX

36

By Fred DeRuvo & Rick Jones

Is the world ready for another hero? We think so.

KEITH HIGH'S CASTLES OF HOME

40

by Fred DeRuvo

Keith is from England. His backyard has been turned into his boyhood remembrances, complete with castles. Find out how this Englishman creates them...

SCAHMS

50

by Silvia DeRuvo

This show brings out the best in military figures and vehicular kits...as well as some sci-fi thrown in for good measure.

TALES FROM THE GLUE QUEEN

58

with Cindy Morgan

Cindy is new to these pages and her talent speaks for itself! Join her as she takes us on a tour of the truly deformed!

MOONWALK

59

by David Campbell

David saw this kit and *had to have it!* You might too.

IT'S ALL PLASTIC TO ME

60

By Jim Bertges

You all know Jim Bertges. We're introducing his regular column where you'll read 'how-tos' and all the rest...

from the publisher

By the time you read this, we will have attended four shows (one in our area, Wonderfest, SCHAMS & ReznHedz) and I will have turned the ripe old age of 40! Time flies and we're just getting started! We're a bit tired, but so far, it has been great fun. We're looking forward to attending the upcoming Mad Model Party 4 this month (24th & 25th) and later this year, RCHTA and, hopefully, a few others. We look forward to meeting as many more of our readers as possible.

Not long ago, someone asked me how I felt about my "competition." (Actually, a number of folks have mentioned this to me.) I responded by asking, "What exactly are you referring to?" because I wasn't sure what was meant by the question. He elaborated, good naturedly, that the 'big 3 garage kit' magazines were obviously in competition with each other and he wanted to know how that made me feel. I responded, quite honestly, that I really didn't consider myself to be in competition with anyone. Anyone, that is, except myself. With each successive issue of *The Modeler's Resource*, I ask myself how I can make the next one better or what I can do to better meet the needs of the modelers who read the mag. And certainly, along with that is the question, "what can I do to increase my overall circulation?"

Probably because we are all in the same business, there is a healthy interest in each other's publication and since we all report on different aspects of the same industry, it's natural that some would think that we were in competition. The idea of attaining the total circulation that AFM now boasts is something I am shooting for, but it's not out of a desire to "keep up with the Joneses." I simply want as many people as possible to read and benefit from the techniques and wisdom that is regularly dispensed and showcased in each issue of *The Modeler's Resource*.

There are enough differences between each publication to warrant many modelers to subscribe to all three magazines and that has been reiterated many times to me. It would seem that the only people who might feel that any competition exists are some of the subscribers or readers who might naturally be inclined to prize one publication more highly than another.

In short, is there room for AFM, *Kitbuilders* and *The Modeler's Resource* to co-exist happily? Absolutely and from my perspective, we do, each

shedding a slightly different twist of light onto the entire arena of garage kits. While many of the items we highlight within our pages may duplicate each other, the way in which our respective reviewers treat the same subject is totally different. Does Tom Gilliland build and paint exactly the way David Fisher does, for instance? Unequivocally, no. Is there room for both? Absolutely, yes. You know it and so do I.

Discussion about which publication is better or more interesting really simply boils down to opinion, after all. (And we appreciate your opinions!) What I'm glad of, is that *The Modeler's Resource* is part of your arsenal of reading material. We plan on being here for as long as you'll have us and continuing to grow with each issue.

Back to the shows: What we enjoy most about attending these shows, besides the opportunity of introducing new people to the magazine and our *Sitting Pretty* kit, is the chance to meet many of you who are already subscribers or who regularly purchase the magazine in a hobby/comic book store near you. You folks have helped make this magazine as highly sought after as it is and we appreciate that. We're very glad that we are giving you what you want and need to become better at this wonderful hobby called "model building." If you can't find the mag at your local Barnes & Noble, Hastings or Tower Records, the best thing to do, short of subscribing, is to request that the management begin carrying the magazine in their individual store.

As you can see by our "contents", we have a ton for you. Most notably, Jim Bertges presents an interview/profile he did with all the principle players at Fairbanx Models, including Jim Fawkes. Initially, we were hesitant about running it, because we didn't want it to seem as though we were, somehow capitalizing on Jim's passing. However, Doug Murray (owner of Fairbanx Models) encouraged us to go ahead with it because we both agreed that people who knew Jim and love the sculpts that he has created over the years, would very much appreciate hearing what this man had to say. So, it is in that spirit that we present the interview. Fairbanx Models is a company that is breaking new ground with their kits, and for those who are unfamiliar with them, this profile is timely for you as well.

Chuck Davenport is beginning an incredible series with this issue. You know when Chuck sets out to do something, he does it to the 'nth' degree. This series is no exception. He takes Horizon's Windslasher and Fort Duquesne's



Another milestone - turning 40

Spacetrooper and goes to town. In this first installment, Chuck begins the process of transforming the Windslasher into an Extraterrestrial Space Bug, attacking the Spacetrooper. That's just the beginning though, because over the next few issues, Chuck will be creating a boxed diorama complete with lights! You won't want to miss it!

Before we let you get into this issue, we wanted to let everyone know who normally purchases our magazine through **Hi-Octane Hobbies** out of **Lafayette, IN** that the reason you can't find it there anymore is because we aren't sending it to them. Since it has been many, many moons since we have rec'd any money from them at all, then we felt that we needed to halt future shipments of the magazine. They have plenty of reasons for not sending any payment but their favorite one is "things are slow right now." When asked how the magazine was selling, they freely admitted that "it's selling well!" Okay then, how about paying for it? We mention this just in case those around that area suddenly hear that "the mag went out of business and that's why we no longer stock it."

We haven't gone out of business and have no plans to go out of business. One thing we have done recently though is introduced these folks to our collection agency. Can you say "you mean this might ruin our credit?" Gee, could be. At any rate, here's this issue and we feel it's another winner, but you decide. Keep your letters coming. Take care and we'll see you promptly in July!

Fred DeJure

By the way, The Character Shop has recently relocated. Their new address and phone numbers are: **The Character Shop, 1 Sylvan Street, Peabody, MA 01960 Tel: 508.531.4003 Fax: 508.531.3545**

Advertising with us?

If so, please do the following:

• **Ads:** Submit camera-ready on either film (right reading, emulsion down) at 100 to 133 lpi or velox at 85 to 100 lpi.

Ads that are sent on laser printed paper are not considered camera-ready and we cannot guarantee reprint quality.

• **Rates:** (Black & White Ads)

Card Size Ad	
(3½" x 2¼")	\$ 25.00
Quarter Page	
(3½" x 4½")	\$ 45.00
Half Page	
(7½" x 4¾")	\$ 75.00
Full Page	
(7½" x 10")	\$125.00

~Write for our complete ad/spec rate sheet, which includes cost of color and cover ads.
Next Ad Deadline: May 15th (yes, really!)

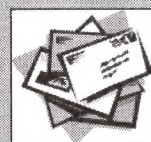
Internet Page

Please visit our two Internet sites, located at:

http://www.gremlins.com/modelers_resource

<http://www.psnw.com/~modres>

How to Reach Us:



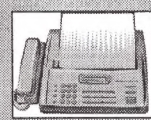
Mail:

The Modeler's Resource
1141 Holly Avenue
Clovis, CA 93611-6210



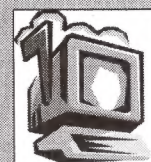
Telephone:

209/322-9854



Fax:

209/322-9053



e-mail:

modres@psnw.com

Kits sent for Review

Sample kits for review are welcome and appreciated. We would prefer to utilize each kit received to its fullest potential. With this in mind, whenever possible, it is our desire to use sample kits as centerpieces in detailed 'how-to' articles, as opposed to doing a simple review.

Please submit sample kits to: **The Modeler's Resource, Samples, 1141 Holly Avenue, Clovis, CA 93611-6210**

Subscriptions

Rates for 6 Bimonthly issues:

\$30/yr USA \$42/yr Can-Mex \$58/yr Foreign.

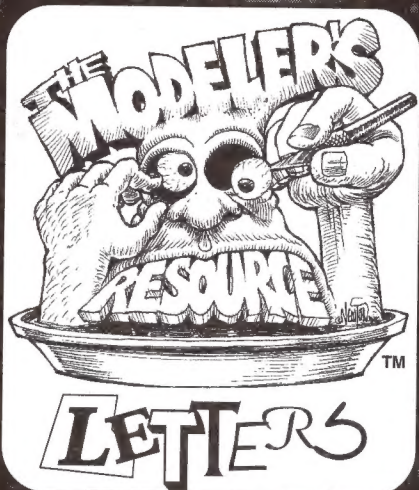
Sample issues:

\$8/USA \$10/Can-Mex \$12/Foreign

Methods of Payment: Payments may be made with either check or money orders (which must be drawn on a US bank, in US funds) or with VISA, MasterCard or American Express.

The Modeler's Resource Accepts:





"A great start..."

To Mr. DeRuvo and the staff at The Modeler's Resource,

"A Tribute to Ray Harryhausen." I can't think of a more perfect way to start my first subscription as well as my first issue of *The Modeler's Resource*. Being a long time fantasy movie buff, it was great to start things off with an issue of TMR devoted to a very impressive model kit that pays rightful homage to one of the most innovative, creative and ahead-of-his-time model building genius and special effects artist. Every time I see a kit based on one of his many magnificent monster creations, I can vicariously relive some very memorable childhood experiences of seeing his Sinbad movies on the big screen for the first time. It looks like my relationship with TMR has gotten off to a very good start indeed.

My fiancé, Monica, and I are by all means rookie model builders. We've only been seriously involved with the hobby for a little more than a half a year now. I say seriously because I did experiment with plastic models as a teenager. Although, when I think back on those years, what I did to those now classic Aurora models might more accurately be described as model abuse. Anyway, all it took was a trip to the local hobby shop last summer and a shopping spree or two at a local toy show and my fiancé was bit by the toy collecting and model building bug.

For two extremely artistic persons, the modeling world was the perfect way to indulge our ever-flowing creative juices. My fiancé instantly took to building and painting model kits of the Universal Monsters and any type of human-like creatures. I regressed to a childhood love of comic characters the minute I saw my first Horizon model kit (their vinyl Venom model, I think). The only drawback to our new found hobby was, how to learn about model building?

Yes indeed, how were we to acquire the skills necessary to construct these new, much more sophisticated, more highly detailed, more intricately constructed vinyl and resin models? Gone were the simple 'glue and paint by numbers' model kits. Vinyl model kits now cost somewhere between \$30 and \$100. You can't just go down to your local K-Mart anymore and pick up a kit for five bucks. Of course, that said, my fiancé and I just saw the reissued Gigantic model kits for \$7.00 and, would ya believe it, at K-Mart?

Unlike my bygone childhood model building days, no longer can we simply buy the Testors start-up kit consisting of 10 colors of paint, model cement and an exacto blade and come up with a decent looking work in a few hours. Today's newer, more

complex, more sophisticated kits must be heated, cut, trimmed, super-glued, puttied, sanded, washed, primed, base coated, wet brushed, dry brushed, air brushed and lacquered. Vinyl models have to be cut, sliced, diced and trimmed with different blades. Vinyl parts need to be heated to be trimmed and the seams need to be puttied and sanded. Paints have to be mixed, mixed some more, and mixed again. Layer after layer must be applied with yet another layer applied by a different technique after which another layer was applied by yet another technique.

The most important question now was: how were we to learn the skills needed to make our models look remotely like what the cover box painting showed they should look like. Word-of-mouth was one answer. We have one friend who indulges in building plastic car models. He offered us many interesting suggestions and tips to get us started in the right direction but he really had little experience with vinyl and resin. The model shop clerks sometimes are receptive to basic aid but when you found a model moron, you could as easily screw up your model kit. We found a tape by Horizon (featuring Tom Gilliland - Ed) that helped us build our meager model making skills tremendously and two more excellent tapes hosted by David Fisher. There seemed to be very little model building books for the types of figures we were interested in. Of course, techniques applied to a WWII soldier could just as easily be used to build a Frankenstein kit. After endless hours of scouring the shelves of local hobby shops to no avail, we chanced upon an issue of *Kitbuilders* at a local comic book store. In the pages of this magazine, we discovered another magazine as well that indulged our love for horror and fantasy figures: *The Modeler's Resource*.

And in TMR, we found ads for dozens of retailers carrying the models we so fondly craved but were deprived of here in San Jose. To the regret of our bank account, we found reviews of kits we never new existed but now continually blew our next pay checks on. We found extremely helpful tips and hints by figure model building experts and professionals without which our models would never look anything near as professionally built and painted as they do now. Our model building world was expanded to model bases and dioramas, for now we were gaining the education and skills necessary to build them. We were exposed to humorous anecdotes of model building widowers and entertained by TMR's exposure to Hollywood and television (Monica and I both have 'real' jobs in cable television and video production). And we finally had a way of expanding our model building curriculum through your "At the Newsstand!" page where we found numerous figure model building magazines to feast our hungry minds on.

We have *Kitbuilders* to thank for turning us on to *The Modeler's Resource* and we have you to thank for turning us on to new building and painting techniques, a variety of model companies and an expensive subscription bill to several magazines. Believe me though, after looking at our shelves of now sculpture quality models, every minute and every dollar spent has been most certainly worth it. Thank you TMR, for spending our money effectively and enjoyably. We look forward to each and every issue.

~Letters to the Editor~

We appreciate your comments to us and we welcome every letter, fax and e-mail. All letters become the property of *The Modeler's Resource* (and cannot be returned) and are subject to editing and condensation. Correspondence that is not signed, will not be printed.

If you do not want any or all of your letter published, please indicate this somewhere in your letter, clearly. Thank you.

Emerson and Monica Dong, San Jose, CA

Dear Emerson & Monica,

What can we say after that letter? Thanks very much for taking the time to write and express your thoughts to us. That is probably one of the greatest rewards we have as publishers of this magazine - to know that what we do at this end meets the needs of people literally all over the world in their continual quest to pursue the hobby of modeling and employ the many techniques that are out there to make that hobby more fun and enjoyable. We're very glad to know the *The Modeler's Resource* is working for you. Thanks again.

"Thank you, John Tucky"

Dear Modeler's Resource,

I have been in the horror figure hobby for the past thirty years. I feel I must share a recent experience with you and your readers. Several days before Valentine's Day, my wife ordered X-O Facto's Phantom Base. With little time to spare, John Tucky made it his business to get the order to me by the promised date (we are talking days).

The kit itself, is not only perfect in every detail (right down to the foot pedals), but it also sets the right mood to complement the figure as well. I suggest this purchase to all of your readers owning a Phantom figure.

As if this wasn't enough on his part, John personally called my home to make sure that A) I liked it, B) it arrived in pristine condition. After speaking with John for 15 - 20 minutes about models in general, he offered any tips I might need once I started building the base.

I am writing this letter to let people in the field know that this is the type of company which should act as a model to other, larger impersonal firms that are also in this field.

John Tucky has shown me that not only is he willing to go to extra trouble to accommodate a customer's wish, but that he is a great sculptor and businessman as well. I will continue to buy his models and promote his works to anyone with the same interests in this field as myself.

This man cares not only about his customers and products, but also about the future of the industry as well. I wish John Tucky and X-O Facto a word of thanks and hope that you sir, are in this field to stay. Thank you.

Peter Fortunato, Ronkonkoma, NY

Dear Peter,

That's great to hear about one of our advertisers. Thanks for sharing that with us.

"The magazine is an inspiration"

Dear Modeler's Resource,

I have just received your magazine and would like to say that every issue is better than the last. Like your other contributors, I am also pleased that you are increasing the count to 6 issues per year. It's not always easy to get hold of your magazine, but when I do, it's well worth the wait.

The magazine and especially the articles by Tom Gilliland are an inspiration. In #14, "The Model Visions of Rick Overton" was also well received as I also love the Victorian style SF ships. Any plans for more articles like this? Can you please print my e-mail address so that anyone interested in writing and/or swapping kits can contact me?

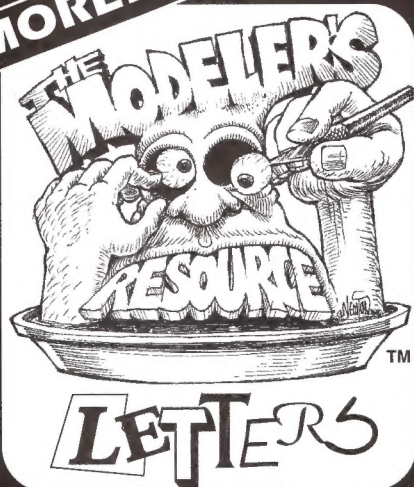
Cheers, Mark Jenkins, England
Mark.Jenkins@sb.com

Dear Mark,

You should be able to find our mag at

continued next page

MORE...



Creatures Unlimited, who have just picked us up big time. I also understand that we are carried in Forbidden Planet as well as Star Wars Emporium. Also, we have no plans for specific articles like the Overton piece, but we have more interesting articles coming up on a wide variety of subjects which we think you'll enjoy.

"Issue 14 was excellent..."

Dear Mr. DeRuvo,

Just got issue 14 and thought it was excellent. Keep the Tom Gilliland articles coming and my wife thought the "You and Your Model Builder" by Kathy Koeck was extremely appropriate. I saw on the Gremlins website that you're starting to manufacture kits also. Just another step in your mad plan to acquire world domination! All this and the magazine is going bi-monthly too. Must be nice to have truckloads of time. Once again, keep up the excellent work.

Sincerely, George L. Richards

Dear George,

Thanks for the compliments. World domination? Let me think...nah!

"Thanks for Down the Pipeline"

Silvia & Fred,

Although only a recent subscriber to TMR...I would like to offer my thanks and applause for the "Down the Pipeline" column and Jim Bertges. I don't know if this is a continued or continuing column but, as an avid movie buff, the "head start" on what's to come is great! Thanx!

The rest of the magazine ain't trash either! Seriously, an outstanding magazine for an outstanding hobby. Keep up the good work, you got me for life.

*"So it is written, so let it be done."
ference (Donald FERENCE)*

"Go Monthly!"

Hello Fred,

Just received (#15) in the mail yesterday. Simply great. For my money - and I would be willing to pay the extra bucks - you should make this a monthly.

Regards, Bill Towey, Marlboro, NJ

Dear Bill,

Thanks for your sentiments. With working full time as a 6th Grade Teacher, there's just no more time left, at least at this point, to put out any more issues, but maybe one day...

"Get Licensed!"

Dear Fred,

First off, thanks for a great magazine that is both fun and informative and, best of all, is now bimonthly. Enclosed is my sub renewal. Keep up the good work.

The reason I write is that because, after submitting a letter to *Kitbuilders* magazine in response to Gordy's plea for opinion on the 'recasting' issue. I received your magazine and in it saw a letter from Michael Heintzleman and Robert Bagy (of Hogan's Bones) that I could not pass without commenting on and which I think exemplifies what is wrong with this hobby and is directly related to both recasting and licensing.

Let me say first that the hobby, as far as I have seen, seems to be filled with a great deal of acrimony, name-calling and schoolyard antics that would be more in place in grade-school and not as an adult endeavor. Our hobby has many generous and wonderful people who are also very talented, but the presence of the kinds of attitudes typified by the ongoing "Blank (generic) Man" debate and the "Hogan's Bones" letter sure make the hobby look sad.

The problem is, all the problems could be virtually eliminated by 1. Adhering to copyright law and non-infringement and 2. Licensing. I understand the history of the hobby in that its origin was in a small group of fanatics and collectors who sculpted and produced unlicensed figures for the enjoyment of the few. Trouble is, the hobby is growing up, with at least 3 magazines devoted to it and some of the muscle of larger scale companies, both new (GEOmetric) and established (Revell-Monogram), behind it. Unfortunately, there are those, like Michael and Robert, who do *not* want to grow up with it and amazingly (to me) want to have it both ways. I am stunned by the operative mentality behind this, whereby it is OK to "appropriate" the designs and hard work of others for profit (yes, for profit), but do not themselves wish to be "stolen" from by recasts, copies, etc.

The Hogan's Bones letter was an amazing example of hypocrisy in action. While expressing their obvious and implied disdain for obtaining any kind of license for producing a kit, as if it is their *RIGHT* to make things for "others" and their "personal collection/enjoyment of their fans", they then take various people to task, particularly the very talented Shawn Nagle, for "plagiarizing" and "copying" those works, which is itself a copy (or at worst, a copyright infringement) of another's work. The worst lambasting of all, though, was reserved for Ray Harryhausen, the man whose work served as an inspiration for a good deal of the SFX and garage kit industry. I will not debate either the attribution of petulance or bitterness to Mr. Harryhausen, but his ridiculous iconoclastic attack has absolutely no merit and smacks of a most bizarre mixture of self-delusion and hypocrisy on the part of the letter writers. Excuse me, but Mr. Harryhausen *DOES* have the right to bitch, especially when his works of art, inclusive (apparently) of a personal gift to Forrest Ackerman, have been shanghaied by unlicensed kitmakers. Saying that Ray should just "accept praise and homage" because he was "paid handsomely long ago for his efforts" ignores the fact that an artist is legally entitled to the copyright, domain and control over his/her work for life and the life of any heirs and also implies that Mr. Harryhausen should just go quietly into senescence and gratefully accept as artistic reward his position as "emincence grise" in the industry. Apparently, the "hard work, blood, sweat and tears" entitlement to reward is good only so long as your work is of more recent vin-

tage and has not been recompensed to a satisfying monetary degree.

Ironically, it is garage kit makers like Hogan's Bones who are now shooting themselves and their field of business in the foot. This is because there are many in the business, such as Greg Aronowitz (featured in the same issue as the letter) and George Stephenson of GEOmetric Designs, who go to the trouble and expense to obtain a license to make their wonderful kits and figures. So, not only are unlicensed kit makers hurting their obvious targets (like BIG film studios and 'handsomely paid' FX technicians), they are also directly competing with fellow kitmakers in the hobby who are doing things the LEGAL (there is NO equivocation or rationalization about this point) way and, I daresay, the RIGHT way and are thus undermining the efforts of their comrades in the business, that will ultimately lead to an erosion of the growth and status that the hobby is achieving.

I urge all of us, especially the gurus in the industry such as Terry Webb, Gordy Duft, yourself and all other artists in the field to not only take a rigorous stand against recasting (which most have), but also to insist on the proper licensure of kits. It is at best hypocritical and at worst destructive to the future growth of the hobby, to insist on one without the other. All artists, whether self-employed or working for a huge conglomerate, have a right to the exclusivity and uniqueness of their work and so do the industries that employ them.

Thank you, Randy C. Schramm
Cincinnati, OH

PS - Let me state for "Hogan's Bones" that I am "hung up" on the licensing issue, not because it is 'politically correct' (however that translates!) but because I believe it is only right - it IS certainly legally correct.

READERS:

While Randy touches upon a number of important topics that need to be addressed, I'd prefer not to begin a running debate on the issue of licensed VS unlicensed kits in this magazine. Not to sidestep it, but this is another one of those issues that can be debated until the cows come home.

I agree that the same amount of energy that's spent on the "Anti-recasting" argument should also be spent on the "Licensing" issue. Doesn't recasting and the production of unlicensed kits of licensed characters amount to the same thing: Stealing? I don't need my lawyer to tell me the answer to that question.

A few years ago, I was amazed at the amount of fervor with which a number of companies (who were producing unlicensed kits of licensed properties) lambasted other companies or individuals who were recasting Aurora or other kits. It was very much (and still is) like the pot calling the kettle black.

Please don't get me wrong, these are important issues. I just don't want to devote anymore space than we already have on these two volatile subjects. And it's not like we don't have a stake in this anymore either, with the production of our own model kit which is a likely candidate for recasting, but let's move on.

"Warn Your Readers..."

The company Vinyl Grail, Norwich, U.K. has ceased trading leaving many people without kits and without refunds. Trading Standards officers in Norwich are investigating. This firm advertised in issue #14 of your mag. Warn your readers to be wary.

Jeff Brewer, U.K.

**NO RECASTS
NO WARNING
NO COMPROMISES
NO BULLSH*T**

MMP4

OPENING MEMORIAL DAY WEEKEND • MAY 24-25, 1997 • PASADENA CONVENTION CENTER • PASADENA, CA

**CLIVE BARKER
BERNIE WRIGHTSON
TIM BRADSTREET
WILLIAM STOUT
JOHN LANDIS
KELLY FREAS
YASUSHI NIRASAWA
BOB BURNS
TOM GILLILAND
DAVID FISHER**

PARTY Hotline: (800) 474-3746 • MMP Hotel Hotline: (818) 449-4000

THIS SHOW IS AN AUTHENTIC SIMULATION OF MANY GROTESQUE AND SHOCKING FIGURES. IT IS NOT RECOMMENDED FOR PEOPLE WITH HEART PROBLEMS, RECENT SURGERY, PREGNANCY, FREQUENT NAUSEA OR NO SENSE OF HUMOR.

S I D E S H O W I N C .

In the Arena

with Steve Goodrich



For \$50.00 (s/h included), **Nightlife Productions** (PO Box 5542, Deltona, FL 32728-5542), offers up the most interesting of all submissions thus far. This, because it can be nearly humanoid hero or villain you choose.

While Nightlife has long had (and originated, for the record), four 1:8 scale blanks, they now present their first 12" Blank.

The large one; #1 release is a semi-muscular male, like the 1:8 scale one is a nude, bald figure with a choice of arms. Five pieces define this kit: a solid figure and four different arms (not shown are arms with clenched fists).

There are a standard amount of seamlines and air bubbles to deal with in the Blank, but don't fill them until after you decide on what you wish to do with him. The idea of a blank being to customize your brains out! With epoxy putties, you can turn a blank into whatever you want it to become. So, you can work up this blank into Batman or a Cenobite, Hercules or an old west gunfighter, get the drift?

Now, my only problem with the 12" Blank is that when Ian Coulter sculpted the small ones, he gave them finely ripped muscles. The 12" version lacks much of the detail of the smaller blanks; leg muscles and "six-pack" abs most noticed are lacking in the 12" incher. As well, he lacks toes. To be fair, the growly expression on the 12 incher's face reflects Ian's mood when he sculpted the piece, to wit, mad as hell! (inside story).

Nightlife president tells me he opted more toward superhero bootied feet over naked ones as most customers said this is what they want. Still, it's a fact that naked toes are easier to putty over to make shoes or boots than it is to sculpt toes over the 'booties.'

This would be a perfect piece, for example, to build up and customize as a skin diver confronting Horizon's Gillman. But, I draw the line here as I feel it would take months to work up.

A final gripe is that there is no navel indentation. Stupid as it sounds, this is an important sur-

face anatomy "landmark." Like most who finish models for pleasure, you could very well have no formal training in human anatomy. The navel is a very important mark appearing uniformly on the human form by which we can eyeball in where a shirt button or belt buckle will fall by comparison.

While I can't get a case of the crazy ravies over the 12 incher that I did over the 1:8 scale Blanks, this is nonetheless a wonderful piece to work up into a personal vision, superhero characters in particular. For the price, you'll seldom have as much fun given you like to get a bit creative.

So, we have witty, wise cracking Freddy Krueger in all of his surrealistic glory. We have Jason who made an art form out of different methods of slaughtering his victims. And, we have Leatherface who is just too darn noisy and messy to not snicker over.

But, when you talk about just plain scary slasher movies, when your skin starts to crawl and the conversation gets serious, ten-to-one, you're talking on the subject of John Carpenter's *Halloween*. Michael Myers is beyond a doubt, that true terror. He isn't creative, funny, noisy or a party animal. He is the most cryptic and terrifying "hand from under your bed" maniac of all time.

It's no surprise that this character is **Scream**'s most requested kit of all time. And after finally nailing down the copyright details, Scream releases what many fans feels is the "King of Slashers" on the public!

At 1:4 scale, the kit comes in three easy-to-cut and glue pieces. A fourth piece is, naturally, a Jack-O-Lantern based on the poster logo which only requires trimming off the pour spout.

Sculpting by Joe Laudauti is up to standards, but I personally feel the hands could have been larger and, in the case of the left hand, more "clutch-

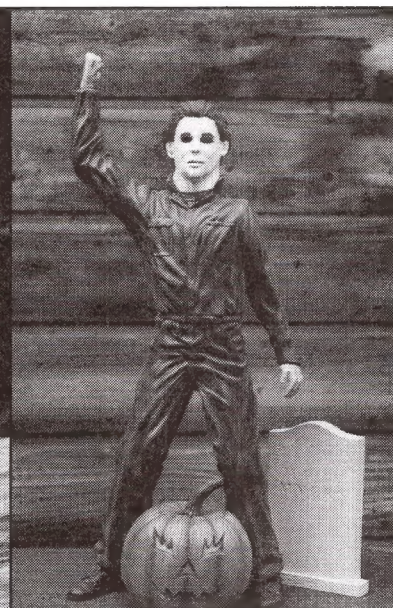


ing." Once the mylar knife blade is glued in place, you get the illusion of the upraised hand being larger than it actually is. Also, to be perfectly fair, one cannot judge the hands by the size of the face as the "shape" mask would naturally make the head larger than normal (watch the movies!).

Joe, I believe, had a happy accident when sculpting the actual mask. By mistake, or by design, he's created a perfect amalgam between the William Shatner mask sprayed white in the first movie and the following versions of the mask made to look more sinister.

And, I know for a fact that the coverall suit is a perfect replica as I researched it, bought one (from JC Penny) and loaned it to Joe who put it on and posed in front of a mirror to sculpt from it!

Other great points about Myers are that, when the pieces are carefully trimmed, the joints are all cut at costume seam lines requiring no putty work. This is a special bonus for those who like to collect Screamin's special glow-in-the-dark or otherwise especially colored, heavier vinyl pre-release kits. With air bubbles being a



thing of the past at Screamin, this kit is, without exception, the company's easiest to construct and

easiest to paint piece to date. Not only a profoundly desired kit, but one which again proves Screamin' is out to satisfy its founding horror fans.

So, what is your main prop for a table centerpiece going to be this coming Halloween, ye fans of big vinyl kits? The answer should be obvious!

Diorama Fantasies Productions Proudly Presents...

The Alien Space Explorer Ship

Designed, sculpted and produced by Special Effects Artist Tom Overshire and Fantasy Artist Joe Trujillo

- **Highly detailed Alien Space Creature**
- **Highly detailed engine components**
- **Acrylic 'see through' tube**
- **Base Launcher is designed for you to add lighted effects, to bring your craft to life!**
- **Comes w/Certificate of Authenticity**



Equipped with a laser ray gun

Space craft - 8" high
wingspan - 7½"
width - 10½"
4 parts total

\$120.00

Call or write for Catalog. Add \$3.00 for all of our hot kits.

Make Checks, Money Orders or Cashier's Checks payable to:
Joe Trujillo
860 East Carson St, #118-112
Carson, CA 90745
Studio: 310/834-5175
Office Fax: 310/549-7396

The Alien Space Explorer Ship. All rights reserved. Diorama Fantasies Productions. © 1996

Creating Textures by Bill Craft

EASY METHODS TO CREATE ILLUSIONS OF TEXTURE WHERE NONE EXIST!

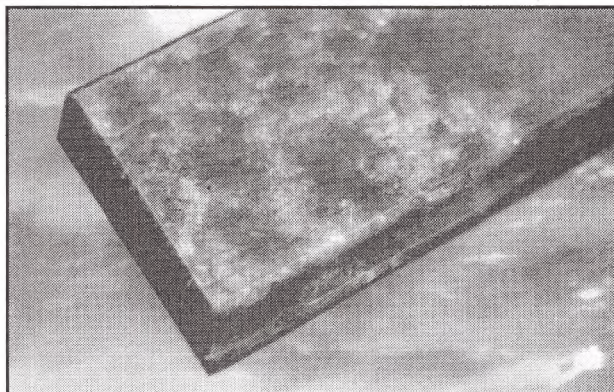
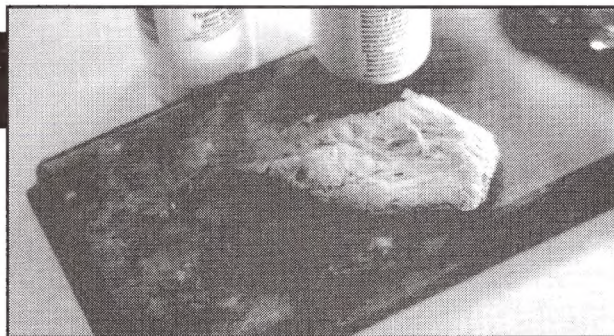
STONE FINISHES

This is quite possibly the easiest of all textures to create.

Let's say you have a kit with no base and all you have to put it on is a piece of wood. Rather than just painting it a solid color why not texture it to look like an old piece of stone?

Base coat the wood with grey primer. Next, paint the surface with a dark grey color to create the type of stone you wish to render. Ok, this is the fun part. Take a small piece of sponge and wet it. Mix up a lighter color of the grey and make the paint a bit on the wet side. Absorb the mixture on the sponge. Now, in selected areas of the wood (not the entire piece) blot on the lighter color. Now mix up an even lighter color and do the process again. This can become a rather sloppy mess but the results can be really neat. Once all the colors have dried, get an old medium size brush and using pure white, dry brush the edges and stipple the surface on top. If you have an air brush, you can go back and fog over the piece with black to get a dusty look.

The degree of color and the amount of stippling and dry brushing will determine the age and condition of the stone. Experiment with different colors of paint such as greens, blues and reds to come up with your own kind of stone effect.



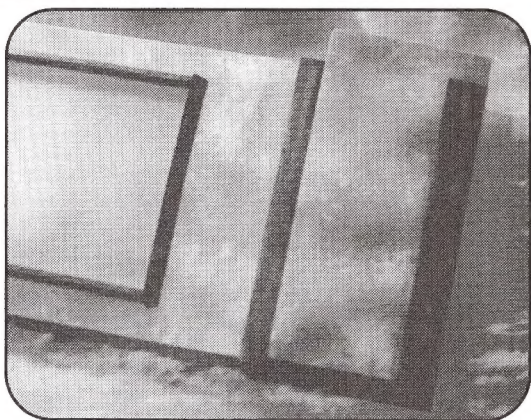
SCULPTURED WALLS

This technique is similar to the stone effect but with a few differences. It will give those plain walls on your kit a little extra detail.

I owe a bit of credit to this technique in part to Don Bowman of Federal Way Washington. A wonderful guy and fellow kit builder.

An air brush is essential. Start by primer coating your wall or walls with grey. Next, select the primary color you wish to make. Since I am doing mauve, I have selected a light pink for the base coat. Spray the paint over the wall completely covering the area. Mix up a more lighter color with the pink leaning more toward white. Spray the mixture in an uneven pattern over the pink concentrating in selected areas. Then mix up a milky white and fog the whole wall lightly. Next take a damp sponge and using a medium wetness consistency of white, begin stippling and twisting the sponge in selected areas of the wall. You can go back with the pink if you wish and do overlaps of color with the sponge. Then take that old dry brush of yours and stipple along the edges and the lighter whitened area of the wall. I find that in the end a mist of white over the entire wall surface adds the finishing touch.

Experiment with mint greens, light browns, and pale blues to get more of a variety of wall patterns.



MARBLE PATTERNS

I learned this technique while watching a home improvement show on cable. It is a pretty simple and with a little practice you can achieve it too.

What I'm going to do is create a piece of black marble with white and mint green veins going through it.

I will start with a simple square wood base. Primer coat it with black. Wait until dry and then paint it with black. The next step involves a little wrist twisting with a fine tip brush. Start with white paint thinned down for a nice flow and brush a vein pattern over the black. These patterns are similar to cracks and the width of these vein (crack) lines should be irregular. The next step is to mix a mint green color and using the same method as with the white vein, go in and out and crisscross over the white lines. These vein lines should also be irregular in widths. One thing to remember especially if you are doing a three dimensional object is that you must continue the vein lines of color over the edges to create the illusion that the piece is a solid object. At this point use a stiff brush with a mixture of your white and mint green and stipple in along the vein lines intermittently. The next step (providing you have an air brush) is to mist over the entire piece with black. Now go back with a thin brush using pure white and go over the lines again, not worrying about following the same path. Once this is done you can gloss coat the piece with a spray sealant. Marble is usually very shiny even if it is in a decrepit state. You may want to use a semi gloss if the piece is too shiny for your taste.

What I demonstrated for a piece of black marble can also be for other marble types such as pink, off white, gray, etc. by simply changing the color of the base coat and the colors of the veins.



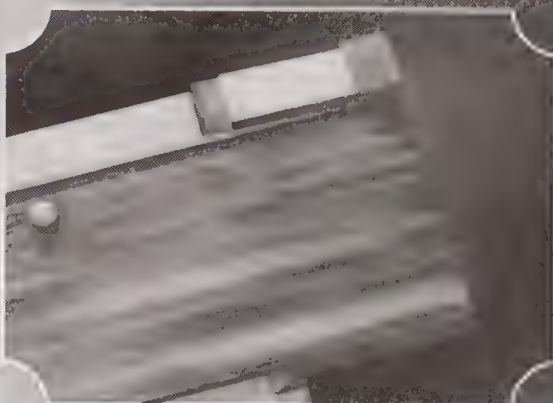
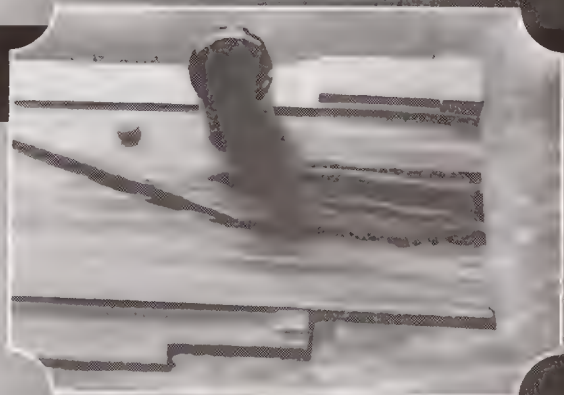
WOOD GRAINS

I learned this technique by accident while messing around with my oil based stains.

What I am going to do is create a dark wood grain pattern where none exists.

For this subject I will be using a door section from the "MAKE-UP CALL" kit. Prime the piece with grey. Base coat the sections of the piece to be woodenized with a pale yellow white. Next, take a dark brown, thinned down, but not enough so the paint beads up and using a broad rounded brush, wash the paint in an single irregular stroke. Then stroke it again trying to follow in the same path above or below the previous stroke, with an even thicker mixture of your brown. While this piece is still wet with the two streaks you may wish to go in with a smaller brush and stroke in some smaller lines. This method works well when the piece is really semi wet. If the piece becomes too wet it is a simple matter of using your color at full strength and streaking over top. This is a messy procedure but well worth the effort. Once the piece has dried you can then overcoat your wood effect with flat, semigloss or high gloss depending on what kind of effect you wish to achieve.

By using lighter colors of brown, amber or reds you can create just about any wood type you wish. Experiment and have fun!



ATTEN PEOPLE OF ORDERING ELSEWHERE

The Art of Mars
Attacks. Softbound.
\$19.95

Alien on
Pedestal

Planet X
Diorama
\$110

Primal
Rage.
Call for
prices.

ALIENS

Gort Alien	\$150
Tsukuda Crawling Alien	CFP
Tsukuda 1/5 Warrior Alien	CFP
Tsukuda Kenner Alien	\$135
Tsukuda Queen Alien	\$150
Alien III Fetus (Resin)	CFP
Space Jockey Miniature	CFP
Halcyon Space Jockey	\$64
Halcyon Dog Buster Alien	CFP
Halcyon Chestbuster	\$110
Halcyon Queen Chestbuster	\$160
Halcyon Facehugger	CFP
Halcyon Attacking Alien	\$30
Pulse Rifle	\$175
Astronaut w/ Egg	CFP
Chestbuster w/ stomach	\$75
Alien Egg w/ Giger base	\$65
Lifesize Alien Egg	\$400
Alien Hybrid	\$125
Badass Vasquez	\$110
Halcyon Queen Alien	\$140
Geometric Alien	CFP
Alien Resin Base	CFP
Alien fighting Predator (resin)	\$250
Darkhorse Alien III	\$125
Alien Derelict	\$150
Blilkken Alien v Predator	\$175
Tiny Terror Alien	\$25
Grayzone Xenomorph skull	CFP
Alien Fetus in Jar	CFP
Giger Pewter Dog	CFP
Alien Bobber	CFP
Alien Chestbuster T-shirt	CFP

SPACESHIPS & UFOs

Voyager Aurora (recast)	\$125
'50s UFO Saucer (resin)	CFP
'50s Space Station (Corbett)	\$75
TWA Moonliner (resin)	\$159
Martian in Saucer parody	\$30
V Mothership	\$100
V Fighter Craft	\$25
R. Crusoe on Mars (resin)	\$45
Day Earth Stood Still saucer	\$50
Earth v Flying Saucers (resin)	\$45
Ymir Spacecraft (resin)	\$50

Buck Rogers Spacecrafts (3)	\$75
War Machine (resin)	\$45
Reveit Saturn 5 Import	\$140
Reveit Honest John	\$15.50
Reveit Space Shuttlecraft	\$10.50
Monogram Invaders UFO	\$14.50
Monogram Space Taxi	\$12.50
Monogram Seaquest DSV	\$11.25
Deep Open Transport	\$11.25
Battlestar Cylon Raider	\$12.80
Battlestar Colonial Viper	\$12.80
Battlestar Galactica	\$17.80
Battlestar Cylon Base Star	\$22.25
Testors UFO	\$24.98
Mars Lander ('50s)	\$10
Glennco UFO	\$9.98
Glennco 3 stage rocket	\$10
Glennco '50s Nuclear Station	\$10
Glennco Retriever Rocket	\$10
ID4 Russell Casey PT-17	\$11.25
ID4 Alien Attacker	\$15
ID4 Team Home	\$13.75
Generation Assimilator	\$29
USS Nebula Conversion	\$46
Ferengi Marauder & Escort	\$70
Trek Research Vessel	\$24
Cardassian Warship	\$48
Apollo Moon Rover	\$125
Proteus Submarine	\$18
Monogram Voyager Kazon	\$19.99
Voyager 3 piece ship set	\$20
Monogram Voyager Maquis	\$19.99
Monogram USS Voyager	\$19.99
ERTL Shuttle Tyndrum	\$43.50
ERTL Star Trek 3 pc. set	\$18.25
ERTL Klingon battle cruiser	\$19.25
ERTL DS9 Station	\$21.98
ERTL Star Wars Jedi	\$53.98
ERTL Klingon Cruiser (IV)	\$10.25
ERTL Enterprise General	\$19.25
ERTL Enterprise outway	\$32.98
ERTL DS9 Runabout	\$19.75
ERTL USS Reliant	\$21.98
ERTL Star Wars Slave I	\$16.75
ERTL Tie Fighter display	\$23.98
ERTL Jedi 3 piece set	\$21.25
Star Destroyer fiber optic	\$50.25
ERTL Shuttle Tyndrum	\$15.75
ERTL Mill. Falcon outway	\$31.50
ERTL X-Wing fighter	\$9.00
ERTL Tie Interceptor	\$8.25
Whistler Cruiser (import)	CFP
Mirinski Cruiser (import)	CFP
BV Station (import)	CFP
Star Fury (import)	CFP
Planet of the Apes Ship	CFP
Firefox (import)	CFP
Mars Attacks Saucer	\$100
Horizon Hunter Killer plane	\$60

FANTASY CREATURES

Sabretooth Tiger	\$120
Wooden Siren	\$120
Talos Diorama	\$110
Centaur	\$150
Ape Troglodyte	\$120
Jason Final Battle Now Shipping!	
Three Ghouls	\$120
Minotaur	\$125
Kali	\$120
Kraken Diorama	\$150
Two Headed Wolf	\$120
Man in the Moon Alien	\$100
Earth v. Saucer Alien	\$90
Rhedasaurus Diorama	\$120
Eel Factory Gwangi	CFP
Harpi Demon	CFP
Mini Humungus	\$39.95
Mini Talos	\$34.95
Mini Trog	\$29.95
Jack Giant Killer Dragon	CFP
Mad Lab Giant Killer Ogre	\$140
7th Voyage Cyclops Playset	\$150
Geometric Medusa	\$65
Geometric Ymir	\$65
Geometric Cyclops	\$65
Q Winged Dragon	CFP
Dreamscape Snakeman	\$110
Caveman Crossed Dino	CFP
Destination Space Alien	CFP
Gorgo w/ Bathosphere	\$150
Geometric King Kong	\$65
Mighty Joe Young in Tree	\$140
Reeves Hercules	\$75
Executioner Frazzetta	\$150

FEMALE MANIA

Magic Chrisan (Welch)	CFP
Hidden Agenda Spygirl	\$135
Zaleska I	\$100
Zaleska II	\$100
Cat People	\$100
Monique Gabrielle	\$125
Sexy Bride of Frankenstein	\$100
Booby	\$25
Brink Stevens (import)	CFP
Kitten Natvidad	CFP

Vampirella Standing	\$125
Pamela Anderson Barbwire	\$150
Elvira Reclined	\$150
Sorayama Blind Beauty	\$225
Sorayama Amazon	\$250
Sorayama Cutie Honey	\$250
Sorayama New Volks Piece	CFP
Betty Page on Rocket	\$79.99
Betty Page Jungle Fever	\$79.99
Boris Primeval Princess	\$125
Boris Amazon's Pet	\$125
Nina Darkness	\$135
Dream Jeannie	\$100
Warrior Princess	\$135
Gullitina	\$135
Nina Darkness	\$135
From the Darkness Vampire	\$55
One Million BC Welch	\$135
Scoop Barbarella	CFP
Tina The Mask	\$125
Madame Quazimodo	CFP

Gorgon	CFP
Fritz	\$100
Colin Clive - Crazy Am I	\$125
Dr. Pretronus	\$125
Janus Chaney Hunchback	\$90
Invisible Man (Moore)	\$90
Janus Chaney Hunchback	\$95
Janus The Ghoul	CFP
Janus Tower of London	CFP
Janus Man of 1000 faces	\$185
Janus White Zombie	CFP
Carradine Dracula	CFP
Karloff Black Cat	CFP
Karloff Body Snatcher	CFP
Karloff Fu Man Chu	CFP
Lorre Mad Love	CFP
The Tinger (Price)	\$110
Glenn Strange Frankenstein	\$135
Blilkken Phantom	\$200
Invisible Ray (Karloff)	\$150
Phantom (Delaney)	\$100
Boris Karloff Bronze Bust	\$95
Boris Karloff Mummy Bronze	CFP
Tom Tyler Mummy (resin)	\$95
Chaney Mummy (resin)	\$115
Gothic Vampire (Bowen)	\$130
Cipriano Noslaratu 1/4 scale	\$155
Karloff Makeup call	\$145
Lily Munster	CFP

PREDATOR

Halcyon Predator II	\$30
Gort Predator I	\$150
Gort Predator II	\$150
Medicum Poseable Predator	\$150
Possible Invisible Predator	\$150
Medicum Predator Puppet	\$180
Predator Bobber	\$50
Predator w/ head	\$120
Blilkken Predator I	\$95
Mask of the Red Death	\$100
Wolfman Nodder	\$50
Glenn Strange Nodder	\$50
Mole People Nodder	\$50
Black Sunday Witch	\$100

FEWTURE MODELS

Devilman	\$218
Vampu	\$195
Balck Knight	\$175
Sitting Head	\$198
Falled Guyver	\$195
Steve Wang's Su Warrior	\$195
Zeram II	\$168
Kiba Kuroi	\$248
Guilichino	\$135
Damaged Zeiram	\$250
Man Vampire	\$185
Spocs Filly	\$105
Nina Gillman Suit	\$87.75
Ghost In The Shell	\$175
Bolestein	\$195
Virtual Fighter Sarah	\$125
Snake Woman	CFP
Killing Vampire	\$125
Skull-Bite	\$150
Hopper	\$280
Space Bandit Carol M.	\$75
Nina Darkness	CFP
Phanchure	CFP

HORROR EXPRESS

Rawhead Rex (Nagle)	\$125
Gremlins Wall Plaque	\$125
Zombi Fulchi Version	\$120
Octoman	\$120
Split Second De:non	\$95
Don't Be Afraid of the Dark	\$105
Carrie Queen of the Prom	\$125
Carl's Eye Troll	\$125
Regan Possessed	\$195
Fun House Monster	CFP
Humanoids From The Deep	\$115
Shining Nicholson	\$125
Trilogy of Terror Doll	\$120
Scanners	\$110
Howling Eddie	\$105
Dr. Lecter (Moore)	\$100
Fifth Sense Lecter	CFP
The Omen	\$75
Night of the Living Dead	\$100
Reanimator	\$100
The Thing splitting faces	\$45
Savin's Lizzy Demon	\$45
Suburban Commando Mutant	\$63
Screamam Leatherface	\$63
Screamam Crypt Keeper	\$65
Screamam Michael Myers	\$68
Screamam Freddy 1/4	\$63
American Werewolf Natzi 1/6	\$150
Wolf Nicholson w/ Deer	\$135
It Pennywise II	CFP
Army of Darkness Pit Witch	\$120
Screamam Ash	\$68
Horizon Dracula Bat Type	\$45
Horizon Wolf Type	\$45
Screamam Dracula Old Man	\$70
Dracula Brides Slayer	\$170
Ash Possessed	\$125
The Gate Minion	\$25
Screamam Dr. Charnad	\$73
Screamam Female Cenobite	\$68
Screamam Pinhead	\$68
Screamam Chatterbox	\$63
Screamam Butterball	\$63
Screamam Mystery Box	\$17

REFERENCE BOOKS

ALIENS: COLONIAL MARINES	\$17.00
TECHNICAL MANUAL	\$17.00
THE ALIEN LIFE OF WAYNE	\$185
BARLOWE	\$25.99
ART OF MARS ATTACKS	\$19.95
BACK TO THE BATCAVE	\$11.99
BARRIS TV AND MOVIE	\$195
CARS	\$19.98
BATMAN: ADAM WEST	\$125
REMEMBERS	\$12.95
BEHIND THE MASK	\$23.00
BETTY PAGE: CONFIDENTIAL	\$13.95
CELEBRITY: Adults only	\$13.95
BETTY PAGE: QUEEN OF	\$75
PINUP	\$12.95
CINAMATIC HAUNTINGS	\$19.95
ROBERT CLARKE: TO B OR	

CTION! EARTH! E IS FUTILE!

Terror In The Sky.
Call for prices.



**MONSTERS
IN
MOTION**

330 East Orangethorpe Ave. Unit H,
Placentia, California 92870 USA
(North of Anaheim Stadium/Disneyland)
Phone: 714.577.8863
Fax: 714.577.8865
Product update hotline: 714.281.3007
www.scifi-gallery.com/mim/
eMail: monster@earthlink.net

- FASTEST SERVICE
- HUGE SELECTION
- LAYAWAY
- OPEN 7 DAYS
- FRIENDLY STAFF
- SATISFACTION GUARANTEED!
- THE DIFFERENCE IS WE STOCK OUR ITEMS! NO WAITING.

Prices subject to change without notice and do not include shipping and handling. California residents add 7.75% sales tax. WE ACCEPT: Check, Visa, Mastercard, Amex, Discover, Money Orders, Wire Transfers and provide a great LAY-A-WAY Program. INTERNATIONAL ORDERS: Send or fax front and back of credit card with signature. International shipping/handling is 30% of order price. **SASE** for photos of kits you are interested in!

Tsukuda New Mogera \$150
Tsukuda Mecha Godzilla CFP
Tsukuda Destroyer \$150
Tsukuda Gamera '96 \$125
Volks '54 Godzilla w/ plane \$200
Volks Resin '64 Godz 1:144 \$250
Volks Godzilla Resin 1984 \$229
Kayodo Gamera \$80
Paradise Giant Barragon \$300
Wave 1982 Godzilla \$125
M-1 Biolante \$280
M-1 Giant Gamera CFP
M-1 Dancing Godzilla CFP
M-1 Mothra Diorama \$200
Zero Commander \$60
Hoto Models Minia \$80
Hoto Models Frankenstein \$125
Falcon Teleson \$100
We carry too much to list - call!

GOLBIN'S GREATEST HITS \$17.99
GODZILLA VS. MECHA-GODZILLA (60s Version) \$24.99
GOLDFINGER \$14.99
GREATEST SCIENCE FICTION HITS VOL. I (Black Hole, Godzilla, Alien, Not of This Earth, The Day The Earth Stood Still) \$17.99
GREATEST SCIENCE FICTION HITS VOL. II (Doctor Who, Adventures of Superman, Vampire Planet, Sinbad & the Eye of the Tiger) \$17.99
GREATEST SCIENCE FICTION HITS VOL. III (War of the Worlds, Flash Gordon, U.F.O., Space 1999, Andy Red Planet) \$17.99
GREEN EGGS AND HAM \$15.99
GREMLINS 2 \$14.99
HALLOWEEN \$16.99
HANNA BARBERA \$16.99
HELLBOUND: \$15.99
HELLRAISER II \$15.99
HIGHLANDER (3 Films in 1) \$18.99
HORROR (Curse of the Werewolf, Witchfinder General, Night of the Demon, Haunting, others...) \$16.99
HORROR MOVIE MADNESS (Halloween, Hellraiser, The Exorcist) \$9.99
HOUSE OF FRANKENSTEIN \$17.99
HOW THE GRINCH STOLE CHRISTMAS \$14.99
INDEPENDENCE DAY \$16.99
THE JETSONS \$21.99
LAND OF THE GIANTS \$18.99
LEGEND \$19.99
LOST IN SPACE VOL. I \$18.99
LOST IN SPACE VOL. II \$18.99
MAD MAX \$14.99
MAN WITH THE GOLDEN GUN \$14.99
MONSTER MUSIC VOL. I (Mole People, Them!, I Came From Outer Space, It Came From Beneath The Sea) \$17.99
MONSTER MUSIC VOL. II (Beast From 20,000 Fathoms, Tarantula, Gorgo, Monolith Monsters) \$17.99
MUSIC FOR FRANKENSTEIN - HANS SALTER (Ghost of, Bride of...) \$17.99
NIGHTMARE BEFORE CHRISTMAS (Danny Elfman Score) \$15.99
ONE MILLION YEARS B.C. / WHEN DINOSAURS RULED THE EARTH / CREATURES OF THE WORLD FORGOT \$19.99
THE OUTER LIMITS \$15.99
PIT & THE PENDULUM \$13.99
PLANET OF THE APES \$9.99
PLANET OF THE APES (w/ extra track) \$22.99
SPACE 1999 \$12.99
POSEIDON ADVENTURE \$41.99
PUPPET MASTER I & II \$15.99
RAIDERS OF THE LOST ARK \$16.99
RE-ANIMATOR / BRIDE OF THE RE-ANIMATOR \$13.99
SILENCE OF THE LAMBS \$13.99



2001 A SPACE ODYSSEY \$17.99
THE ABYSS \$16.99
ALIEN \$17.99
ALIENS \$17.99
ALIENS TRILOGY \$17.99
ALTERED STATES \$14.99
ARMY OF DARKNESS \$16.99
BATMAN (Danny Elfman Score) \$14.99
BATTLESTAR GALACTICA (4 CD Box Set) \$79.99
BLADE RUNNER \$14.99
BRIDE OF FRANKENSTEIN \$17.99
CLASSIC CREEPIES \$15.99
CLASSIC FANTASY FILM SCORES (Bernard Hermann - Voyage of Sinbad, Jason & Argonauts) \$17.99
CLOSE ENCOUNTERS OF THE THIRD KIND \$17.99
CREATURE FROM THE BLACK LAGOON \$18.99
DARKMAN (Danny Elfman) \$13.99
DARK SHADOWS 35TH ANNIV. COLLECTION \$17.99
DAY THE EARTH STOOD STILL \$17.99
DRACULA (Classic Scores from Hammer Horror) \$15.99
DESTINATION MOON \$19.99
THE ELEPHANT MAN \$16.99
ESCAPE FROM NEW YORK \$16.99
E.T. \$13.99
FANTASTIC VOYAGE (Journey Through Classic Fantasy Film Music) \$17.99
FANTASY WORLDS OF IRWIN ALLEN (6 CD box set) \$99.99
FANTASY WORLDS OF IRWIN ALLEN (Bonus CD) \$17.99
FLIGHT OF THE NAVIGATOR \$19.99
THE FLY (New version) \$16.99
FORBIDDEN PLANET \$17.99
THE GATES OF HELL / THE BEYOND / REQUIEM IN BLOOD \$19.99

SORAYAMA, HAJIME \$21.95
SORAYAMA HYPER ILLUSTRATIONS PART II \$29.99
SPAGHETTI \$25.95
SPECIAL MAKEUP EFFECTS \$19.99
SPECIES \$29.98
STAR WARS: ESSENTIAL GUIDE TO VEHICLES AND VESSELS \$17.95
STAR WARS: FROM CONCEPT TO SCREEN \$19.95
STAR WARS ORIGINAL RADIO DRAMA - 3 Cassettes \$24.95
STEP RIGHT UP \$12.95
THEY CAME FROM OUTER SPACE \$19.99
THREE DIMENSIONAL MAKEUP \$22.00
THE TRUTH IS OUT THERE - The official X-Files guide \$14.95
V IS FOR VAMPIRE \$15.95
VIDEOHOUNDS GUIDE TO THE SCI-FI UNIVERSE \$17.95
YOU CAN BUILD YOUR OWN LOST IN SPACE ROBOT \$9.95



Frankenstein w/ Octopus \$150
Tsukuda 1964 \$180
Tsukuda Space Godzilla \$175
Kayyodo Battara Larvae \$113
Kayyodo Flying Battara CFP \$100
Kayyodo Angurus \$135
Reids Fire Rodan \$135
Bandit Mecha Godzilla \$150

NOT TO B \$19.95
CLASSICS OF THE HORROR FILM \$17.95
CLASSIC PLASTIC \$24.95
CREATURE CORE \$70.00
CULT FLICKS AND TRASH PICKS \$16.95
CULT SCIENCE FICTION FILMS \$17.95
DARK SHADOWS ALMANAC \$17.95
DICK SMITH'S MONSTER MAKEUP \$13.00
DINOSAUR SCULPTING \$19.95
DISNEY VILLAINS \$49.95
DRAGONHEART: THE MAKING \$15.95
DR. WHO'S COMPANION \$19.95
FILMS OF SEAN CONNERY \$19.95
FILMS OF STEVEN KING \$14.95
FRANKENSTEIN SCRAPBOOK \$15.95
FROM STAR WARS TO INDIANA JONES \$22.95
GIANT MONSTER MOVIES \$17.95
GIGER'S ALIEN \$29.00
H.R. GIGER'S FILM DESIGN \$49.99
GODZILLA SAVES AMERICA \$11.99
GODZILLA KING OF THE MONSTERS \$15.95
GRAND ILLUSIONS \$15.95
GRAND ILLUSIONS II \$15.95
GUIDE TO MOVIE MONSTER MASKS \$22.00
A GUIDE TO THE STAR WARS UNIVERSE \$9.95
GUILTY PLEASURES OF THE HORROR FILM \$19.95
HELLRAISER CHRONICLES \$17.00
HITCHCOCK ON HOLLYWOOD GOTHIC \$29.95
THE ILLUSTRATED STAR WARS UNIVERSE \$34.99
JAPANESE CINEMA \$19.95
BORIS KARLOFF BIO \$24.95
LEGENDARY HORROR FILMS \$16.98
LON OF 1000 FACES \$19.95
LOST IN SPACE 25TH ANNIVERSARY \$11.95
LOST IN SPACE COMPLETE \$19.95
FAN \$19.95
FANZINE #7 \$4.95
FANZINE #8 \$5.95
BELA LUGOSI BIO \$19.95
MAKING OF ENTER THE DRAGON \$13.95
MAKING OF INDEPENDENCE DAY \$17.00
MEN, MAKEUP AND MONSTERS \$19.95
1000 FACES \$19.95
OBLAGON: CONCEPTS OF SYD MEAD \$59.95
OLIVIA: LET THEM EAT CHEESECAKE \$35.00
OLIVIA: COMPLETE ARTWORK \$100.00
THE PICTORIAL BOOK OF GODZILLA #2 \$75.00
REVENGE OF THE GARAGE KIT THAT ATE MY WALLET \$20.00
RISE AND FALL OF THE HORROR FILM \$9.95
ROBOT SEXY \$29.95
SACRED MONSTERS \$17.00
SHOCK EXPRESS 2 \$21.95
SHOCK MASTERS OF THE CINEMA \$19.95
SLEAZE CREATURES \$19.95

Predator on Throne.
Call for prices.

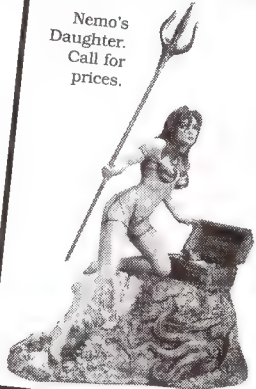


The Phantom
Call for prices.



Classic Plastic Book - \$24.95

Nemo's Daughter.
Call for prices.



Tamiya Epoxy Putty - \$6.75



Floquil Primers \$5.50
Testors Primers \$3.00
Testors Dull Kote \$3.00
Testors Gloss Kote \$3.00
Zip Kicker 2 oz. \$6.50
Zip Kicker refill \$9.99
Zip-A-Gap 1 oz. \$6.60
Zip-A-Gap 1/4 oz. \$3.50
Zip-A-Gap 1/2 oz. \$3.70
Milliput (Superfine white) \$16.50
Milliput (Silver Gray) \$11.50
Model Master Airbrush Thinner \$4.98
Poly S. Airbrush Thinner \$4.95
Horizon Paint (Fleshstones) \$1.75
Horizon Full line of paints \$1.75
Tamiya Paints (full line) \$3.75
Tamiya Epoxy Putty \$6.75
Tamiya Putty \$4.50
Mins in Minutes (Polyfoam) \$21.98

NOTE: All prices subject to change due to exchange rate.

Gamera.
Call for prices.





Prices Do Not Include UPS Shipping Charges

VISA

Most Orders Ship The SAME DAY

DISCOVER
6011 0000 0000 0000
© 1996 Discovery

New England Resin & Vinyls' Character Shop, Inc.

Oct. 96
Update

Visit Our Retail Shop :

684 Broadway

Everett, Mass. 02149

617-387-0660

24 Hr. FAX-Order-Line

617-389-4237

WHOLESALE & RETAIL

Mon, Wen.-Fri. 12 -7 pm, Sat. 11am - 5pm

Closed Sunday & Tuesdays

Or, Visit One of Our

Internet CyberShops :

WWW.gremlins.com/character_shop

WWW.tiac.net/users/nerv

E-Mail : nerv@tiac.net

Open 24Hrs. a Day!

We Ship Around The World Everyday.

We've got Soooo much STUFF
we couldn't list it all here.

IMPORTED Garage Kits

CROW Brandon Lee (Best Crow kit)	125.00
Planet of Apes (Gorilla w/Slave girl)	135.00
Lady Death (A Tall Resin Kit)	110.00
Lady Rawhide (Sitting on wall)	100.00
Bosk The Bounty Hunter (R.O.T.Jedi)	95.00
Vampirella from Warren issue #85	130.00
Harliquin (Batman series Villain)	130.00
Dark Knight (Frank Miller Type)	Call
Superman vs. Aliens (resin kit)	185.00
Rouge 1:6 diorama (resin kit)	Call
Ozzy 1:8 resin kit	50.00
Witchblade 1:8 resin kit	50.00
Mighty Joe Young resin kit	140.00
X-Files Duo 1:6 sc resin kit	150.00
King Kong fighting Pteradactyl resin dio.	100.00

Stock Changes Quickly Call

SCREAMIN' Vinyl

NEW Luke Skywalker Jedi 1/4 sc vinyl	60.00
New Michael Myers 1/4 sc vinyl	60.00
New Dr. Charnard vinyl kit 1:4 sc	59.00

MARS ATTACKS VINYL KITS

S - denotes single figure D - denotes diorama piece	
Attacking Martian (S)	50.00
Contemplating Conquest (S) leader w/victim	50.00
Target Earth (S)	50.00
Air Assault Martian (S)	50.00
Terror in the Sky (Flying Saucer)	70.00
No Place To Hide (D)	68.00
Slaughter in the Streets diorama	68.00
Limited Martian busts (3) on Mars base limited to 300 pc	
we have some left.	\$40.00

GeoMetric Design

Limited Pumpkinhead 1 Reissue	125.00
Winged Pumpkinhead II vinyl	85.00
Ymir vinyl	Great with base
Ymir resin base	Call for set Price
Cyclops Vinyl	55.00
Medusa vinyl	Great with Base
Medusa resin base	Call for set Price
King Kong Vinyl kit	55.00
New King Kong Empire St. Bldg. Base	45.00
King Kong with Empire State Bldg. base	90.00
ALIEN warrior 1/8 sc vinyl	53.00
ALIEN Warrior resin base	Call for set price
ALIEN Warrior Special Modelfest Limited Ed.	75.00
PREDATOR 1/8 sc vinyl	Coming 1997
Pumpkinhead Resin bust 1/6 sc	40.00
Nosferatu Resin Bust 1/6 sc	40.00
Star Trek: The Next Generation Vinyl Kits	
Ambassador Spock	Coming soon

GeoMetric

Special Modelfest

ALIEN
Warrior

Limited Issue

Full Build-Up Service Available

Resin Casting Stuff

Smooth On Resin Kit 1 quart a/b	20.00
Smooth On Mold Making Rubber 1 qt.	20.00
Smooth On Mold release in spray can	12.00
Resin filler	coming soon
We will be expanding on our casting supplies, please call.	
Gallon kits available on request	77.00
We are not selling these supplies to suggest recasting. Many modelers are now sculpting their own figures, and want to cast their own kits.	

PolyData Pre-Painted kits

Luke Skywalker 1/6 sc vinyl kit	27.00
Princess Leia 1/6 sc vinyl kit	27.00
Obi-Wan Kenobi 1/6 sc vinyl kit	27.00
Coming soon	
Chewbacca and Sand People kits	

Model Accessories

Badger basic air brush set	34.00
Paasche dbl. action airbrush set	99.00
Testors dbl. action airbrush	68.00
Testors airbrush tips 5 to choose from	9.00
Air brush compressor 40 psi	115.00
Dremel cordless minimit	38.00
Tamiya epoxy putty	7.00
Tamiya polyester putty	18.00
Milliput putty Superfine white	14.00
Mr. Surfacor 1000	9.00
Super T thick gap filling glue	5.50
Zap A Gap ca& gap filling glue	3.50
Testors Gloss or Dull Coat spray	3.00
Zip Kicker Accelerator spray	5.25
Mold Builder liquid latex mask	9.00
Gundam markers 2 dif. sizes	\$3.50 & 4.50
X-Acto Sanding Detailer	4.50
X-Acto replacement sanding belts (5)	4.50

New & Hot Stuff

Revell 1/6 sc. BATMAN vinyl	25.00
Revell 1/6 sc. Robin vinyl	25.00
Revell 1/6 sc. Riddler vinyl	25.00
Dave Fishers Model Videos 1,2 & 3	25.00
The FLYING SUB Ltd. Relssue	25.00
The Invaders Flying Saucer Reissue	15.00
KISS "Destroyer" resin kits (4)" each	125.00
Halcyon 1/6 sc. ABC Robot vinyl	58.00
Cellar Cast Demoness resin kit	95.00
Neil Andthal resin kit M. Newman	125.00
Nosferatta Alt. Images Lady Vampire	85.00
Zombie Alt. Images resin kit	85.00
Peter Cushing 1:8 sc Resin kit	60.00
Christopher Lee 1:8 sc Resin kit	60.00

NEW STUFF COMIN ALL THE TIME !

VISION MODELS

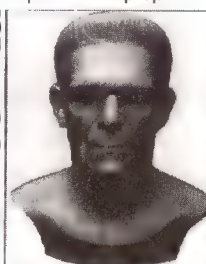
Vampirella Reclining 1/6 sc resin	160.00
Vampirella Standing resin	130.00
Elvira resin kit	140.00
Bruce Lee w/sticks 1/6 sc	110.00
Bruce Lee #2 1/6 sc	115.00

Both Lee kits are from Enter the Dragon

Display Props

* FRANKENSTEIN Bust Unpainted \$	480.00
Stan Winston 8' Predator 1/1 sc	\$ 2900.00
Stan Winston 8' Pumpkinhead	2900.00
Pumpkinhead Bust 1/1 sc latex	350.00
Alien Warrior 1/1 sc	2900.00
Animated Alien Warrior display	9850.00
Alien Egg 1/1 sc latex	350.00
Alien Queen head 1/1 sc latex	4500.00
Roswell UFO alien 4' standing latex	1100.00
Roswell UFO alien bust 1/1 sc latex	350.00
Species SIL 7' tall 1/1 sc latex	3500.00
Darth Vader Dx 2 pc mask	900.00
Boba Fett Deluxe helmet fiberglass	900.00
Boba Fett latex Maquette 1/2 sc	215.00
Admiral Ackbar latex Maquette 1/2 sc	Call
New Jabba The Hutt Maquette 1/4sc	225.00
Crypt Keeper 1/1sc Animated Talking	450.00
Star Wars Tusken Raider Staff	200.00
Emperiors Guard latex Mask	60.00
Storm Trooper 6 ft tall prop	2000.00

Frankenstein Bust



Life Size 16 1/2"

\$ 480.00

GODZILLA & FRIENDS

Godzilla, vs. Ghidra vs. Mothra movies from the UK Dubbed in English	VHS Stereo 15.ea
Space Godzilla "SubTitled" VHS Stereo	15.00
Godzilla vs. Destroyer Laser Disc	215.00
Lindberg Godzilla plastic kit	10.00
New Lindberg Rodan plastic kit	Coming
Godzilla Trading Cards Boxes, Packs, Sets	Call
Gamera vinyl doll Bandai	30.00
New 1996 Gamera Vinyl Bandai Doll	30.00
1996 Legion Vinyl Bandai doll (Gamera)	55.00
9" Burning Godzilla doll Bandai	35.00
Large Godzilla Vinyl doll Bandai	350.00
Marui Radio control 1954 Godzilla	600.00
Marui Radio Control Biollante	600.00
Gamera 96 resin kit	70.00
Titanosarus resin kit	80.00
Super DX Gamera Doll bandai	Call
Kaiyodo Godzilla 1995 vinyl kit 1/400 sc	65.00
Kaiyodo Gamera 1995 vinyl kit 20 cm	65.00
Mogera resin cast kit Old	75.00
Wave Die Cast Metal kits from Wave Japan	
Mothra vs. Godzilla	Call
Godzilla 1964	Call
Godzilla 1968	Call
Mecha Godzilla	Call
Coming soon	
New Mothra Monster ?Death Ghidra? model & toys	
NEW STUFF ALWAYS COMIN IN !	

Because We Stock Our Inventory

We Can Ship Most Orders The

SAME DAY!

Prices are subject to change.

Horizons Garage Kits

Authorized Wholesale to the Public

	Retail	Your Price
1950's Comic Batmobile resin kit	79.95	65.00
1980's Comic Batmobile	79.95	65.00
1980's Comic Batplane	79.95	65.00
Batman 1/8 sc resin kit	79.95	65.00
Robin 1/8 sc resin kit	79.95	65.00
Catwoman 1/8 sc resin kit	79.95	65.00
The Riddler 1/8 sc resin kit	79.95	65.00
Bane 1/8 sc resin kit	79.95	65.00
The Mach 5 resin kit (Split Body)	79.95	65.00
Speed Racer resin figure for the Mach 5	Call	
The Hulk, The Thing, Venom, X-Men Cyclops, Spiderman		
Wolverine, Carnage, Cable, Green Goblin, T2 Arnold and the		
T2 EndoSkel	\$ 29.95 retail	Our Price \$ 24.00
Resin 1:8 scale City diorama gargoyles base		79.00
Above also sold as separate pieces	Why, We don't know.	
Resin 1:6 scale Spiderman base		39.00
Resin 1:6 scale Burst Airlock base		39.00
NEW from HORIZON		
Whirly Bat w/Batman or Robin figures 1:24 sc resin		15.00
Nightquest Azrael Batman 1:8 scale resin		59.00
*BATMAN 1:8 scale Relssues from the resin kits w/o bases		
Batman 1:8 scale Vinyl kit no base		24.00
Robin 1:8 scale Vinyl kit no base		24.00
Catwoman 1:8 scale Vinyl kit no base		24.00
Riddler 1:8 scale Vinyl kit no base		24.00
Bane 1:8 scale Vinyl kit no base		24.00
T-2 T-800 Endoskeleton Head 1:5 sc Chrome plated resin		

New Arrivals & Coming Soon

Adams Family House Re-Issue Glow	18.00
MUMMYS CHARLOT glow Re-Issue	13.00
Gil-O-Tina Fewture Core resin kit	Call
Surgery Addict Fewture Core resin	Call
Failed Guyver Fewture Core	170.00
Maria Smoking Fewture Core	100.00
Liz Spanking Fewture Core	100.00
Rad from FemForce Comic series	125.00

Lindberg Models

1991 Godzilla plastic kit	10.00
Rodan Plastic kit	Coming
ID4 Russ Cass's Stearman PT-17	10.00
ID4 Cpt. Steve Hiller's F/A-18 Hornet	11.00
ID4 Alien Attacker spaceship 1/72 sc	13.00
ID4 Alien Exoskeleton 10" tall	13.00

All are highly detailed plastic kits

MAX FACTORY

Devilman 1/4 sc vinyl	100.00
Cyber ninja 2	75.00
Guyver Zoanoid 1/6 sc vinyl	69.00

Cellar Cast Kits

Boris Vallejo's Primeval Princess	120.00
Boris Vallejo's Amazons Pet	120.00
DEMONESS 15 1/2" resin kit	95.00
Bone Yard Base 11X9" resin	20.00
Dungeon Floor Base 11X8" resin	20.00
Urban Destruction Base lg resin	40.00

If Your
Not Buying From
YOUR SPENDING
US .. TOO MUCH!



ReznHedz™

Model & Toy Show

BRINKE STEVENS

Legendary Scream Queen and Movie Star: Comic Book Heroine "Brinke of Destruction."

DEBORAH DUTCH

Scream Queen and Movie Star



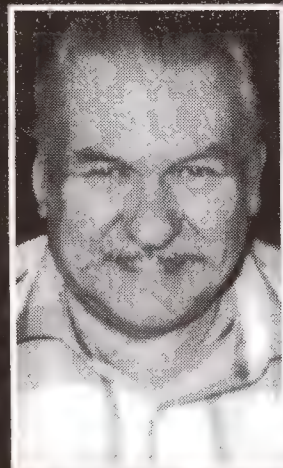
From **SORORITY GIRLS AND THE CREATURE FROM HELL, HARD TO DIE, THE GARBAGE MAN and VAMPIRESS: LADY OF THE NIGHT.**

BOB BURNS

Star of Sci-Fi Channel's "Bob's Basement"

World-Class Collector—

SFX master who worked on such classic sci-fi movies as **INVASION OF THE SAUCER MEN, IT CONQUERED THE WORLD,** and many more.



TRIBUTE TO HAMMER HORROR

An overnight Hammer Horror Movie Marathon and
FROM ENGLAND an official display of Hammer Horror Models.

JUST ADDED: REGGIE BANNISTER, STAR OF THE PHANTASM MOVIES



For Tickets, Publisher, Guest
or Dealer Information

847-473-1821

MAY 3-4, 1997

**HILLSIDE HOLIDAY INN
HILLSIDE, ILLINOIS**

BOTH DAYS ONLY \$10.00
Preregistered ticket holders are
automatically entered in our
"ReznHedz Every Model We Make"
giveaway. Win every model in the
ReznHedz line. Hurry though,
preregistration ends April 10th.

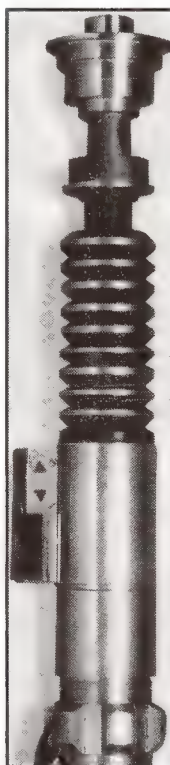
ReznHedz

**3373 Beacon #6,
North Chicago, IL 60064**



Across the Pond

with Andrew "Mad Dog" Hall



Luke's Saber (left) and Obi-Wan's Saber (above)



Ben's Saber (left) and Vader's Saber (above)

With *Star Wars* fever hitting the sci-fi world once again, I thought that it was time to delve into the laundry basket of life which houses a few kits relative to the *Star Wars* saga on this side of the Pond. Some of the following, I may have mentioned in past articles, but as I say to the wife, if something's good, then it's worth doing it again.

The resin **Imperial Biker Scout**, sculpted by Lee Ames for the *Star Wars* Emporium, comes as six parts, 1:6 scale, approximately £55.00. Want one? Then phone **Star Wars Emporium** on 01603 219750.

Phoenix Models have an ever-expanding range of *Star Wars* related kits. Just a few are the four versions of 1:1 scale lightsabers they produce. Each sculpted by R. Cowley and they are as follows: **Obi-Wan's sabre**: six parts; **Luke's sabre**: 1 part; **Vader sabre**: 4 resin parts and **Ben's lightsabre**: 4 parts. Each costs approximately £25.00. Phoenix also produces a **Gamorian Guard**. At 1:6 scale, this six part, resin kit is very well-detailed. It has been sculpted by A. Copeland and sells for £50.0 which ain't a bad price. Also by the same outfit, we have a 1:3 scale **Yoda** figure. Again, cast in resin this Jedi Master will cost you £50.00 and has five parts. They also produce a resin **Death Star** and **Solo in Carbonate** figure. Should you wish to add to your collection, then the people to contact are: **Phoenix Models, 22 Beauchamp Road, St. Leonards-On-Sea, Sussex, TN38 9HW UK Tel: 01424 223021**

I should add that all prices are in **pounds sterling** and are approximate guides, at least by you seeing these you will know that you are not getting ripped off or quoted an extortionately high price, OK? It's always worth contacting a dealer first to check out postage rates and the like and if you write, **please remember** to include a couple of **International Reply Coupons**. It always helps. And...lest I forget, cheques must be



drawn from a UK based bank.

Fans of *Space: Above and Beyond* (which has just aired on terrestrial TV over here) may be pleased to know that there are four kits now available from the show...which I quite like. These are available from: **Frontier Models, Systems House, 84A London Road, Hailsham, East Sussex, BN27 3AH U.K. <http://www.mistral.co.uk/frontier>** The kits are: **The Chig Alien**, £65.00, **Marine** (1:6 scale) at £55.00, **Hammerhead Fighter** and **M70** 1:1 pistol at £45.00. For *Space 1999* fans, they also stock a new **Eagle** 1:72 scale for the sum of £59.00.

Fans of *Space 1999* may also like to know that one of the main chaps behind the models, Mr. Martin J. Bower has produced four videos about model making. Martin has also worked on the movies *Alien* and *Outland*. At this time, they are only available for European Video machines, *but* if you know someone with a UK machine, then you could be a happy chappie. If you would like to know more, then a letter and couple of IRCs should be sent to: **Bowerhouse Video, PO Box 3001, Wareham, Dorset, BH20 4YL**

I have a policy of trying to help/introduce the smaller kit producer to a wider audience and it gives me great pleasure (as it has done for many years) to turn the spotlight on one such new kit producer: **Morbid Models**. Morbid Models is the brain-child of sculptor Lee Ames. That's right for those of you still awake, Lee has done work for other UK producers, but has taken the valiant step of starting up his own, this he did in February this year. His first kit is an original work called, **Frankenstein's Patchwork Creation**. A three part kit that includes a fully detailed base.

Each of Lee's kits include a signed certificate. Standing 1:6 scale (you may just have noticed that this scale is very popular here), the kit costs £70.00. The casting is being done by a solid chap (that's to say he needs to shed a few pounds) and mould/seam lines will be kept to a minimum.

Lee's second kit is called **The Staked Vampire**, featuring a 10 inch tall male vamp with a rather nasty chest pain. This is an unusual subject as the only other vamp I know of that has been staked is Mad Lab's Hammer Vamp. Go on, write to Fred and prove me wrong. You know you want to and it will help me develop a will to live. Go on model builders, fill Fred's sack. The kit comes as eight parts, two huge parts for the base which features a crumbling crypt and this is rather cool. Want to know more? Well *tough*. You will have to wait until the next issue of *The Modeler's Resource* as I am building my kit so will fill you in then.

Lee is already hard at work on two other kits. One is from his fave horror movie, *American Werewolf in London* and the other...well, can't give away too many surprises now, can I? If you wish to know more or want to add a new Frankie to your collection, then (remember that Lee is a one-man operation) IRCs are a must, you can contact him at the following address: **Morbid Models, 122 Drayton Road, Norwich, Norfolk, NR3 2DL U.K.**

Oh yeah, some of you dudes may just be wondering who the heck I am to be passing on info on the UK kit world. No, I'm not the UK Kit King, but the editor, founder, publisher, bog cleaner of the *Film & TV Model Club*. Details are at the rear of this fine organ. We have been going for almost five years now, thus I do have a good idea of what is going on in the UK kit market and some times beyond our very shores. Which is why I pass on the following gem. At a couple of US model shows, **Swede Creations** showed off their new **Death Dealer** figure. Well, some of you may wonder where it is. Word is that due to a problem with the casting equipment, orders have had to be put back. Should you have any 'quiries, then do contact them direct, OK? (Swede Creations, Luntmakargatan 76, S-113 51 Stockholm Sweden).

Got to go. Got to strip naked, paint myself blue and welcome tourists at Heathrow Airport - anything for a dollar!

May Your Glue Tube Never Harden,

Andrew "Mad Dog" Hall
172 High Hope Street
Crook
Co. Durham DL15 9JA
England



Morbid Models' Patchwork Frank



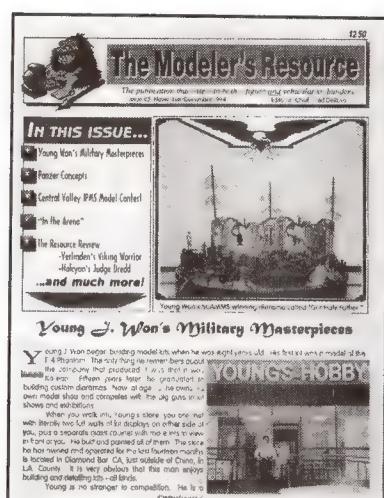
Phoenix Models' Gamorian Guard



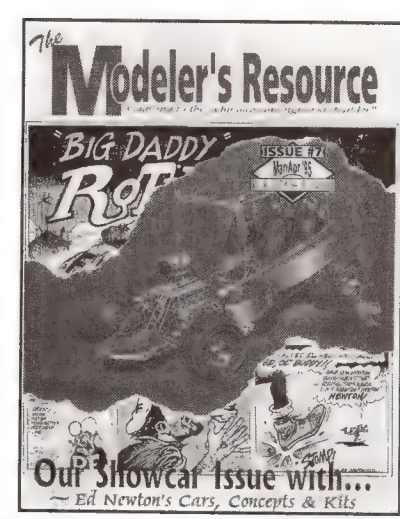
Phoenix Models' Yoda



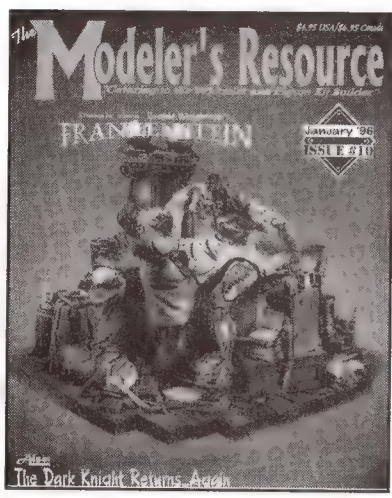
Issue #1: Here's the one that started it all! This issue features a look at the very first Mad Model Party, a brief profile of a team then known as Barker Bros., some reviews and what was to come in kit form. *Very limited in quantity*, 12 pg newsletter format. Cost: \$6.00 incl s/h; add \$1.50 outside U.S.



Issue #5: We were growing by this point - now up to 24 pg newsletter format. Features include: profile of modeler Young J. Won, Tools of the Trade, the Resource Review, a look at Panzer Concepts, The Central Valley IPMS Model Show & Contest, Glamour/Shadow Con, Steve Goodrich In The Arena plus more. Cost: \$6.00 inc s/h; outside U.S. add \$1.50.



Issue #7: Features a major look at Big Daddy Roth artist, Ed Newton and some of the designs he's known (and not so known) for, Tom Gilliland's Beyond the Bare Bones, Predator Model Hunting Pt 1, In the Arena and more. Cost: \$6.00/USA \$8.00/Can-Mex \$10/Foreign.

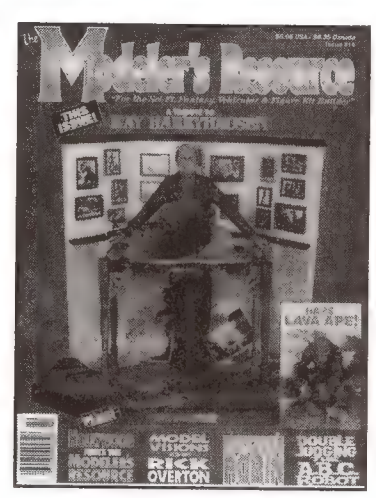


Issue #10: This issue features a look at Sideshow, Inc's Frankenstein in Tom's Beyond the Bare Bones column with a how-to/build-up; a number of articles related to sci-fi kits (Time Machine & Star Destroyer); Revell's new Batman kit; Kits based on Outer Limits kits; Men



in Uniform; Who Needs Instructions Anyway? and more. Cost: \$6.00/USA \$8.00/Can-Mex \$10/Foreign.

Issue #12: (Labeled 12B) This issue covers SCAHMS California Show and Wonderfest, Mike James' .38 Special how-to; profile of Dimensional Designs; first look at Toy Biz' new figure kits; Across the Pond and much, much more. Cost: \$6.00/USA \$8.00/Can-Mex \$10/Foreign.



HAP's Lava Ape; Layering Colors with Bob Egrini and all the regular columns. Lots here - 66 pages with 8 pages of color. \$8/USA \$10/Can-Mex \$12/Foreign



Issue #14: above right, (Jan/Feb '97) Lots of stuff! For those who didn't get this one, we cover Hollywood Meets The Modeler's Resource; You and Your Model Builder: A Survival Guide; Model Visions of Rick Overton;

Issue #15: below left (Mar/April '97) Tons of modeling! Discover what you can do with sponges in Tom G's "Beyond the Bare Bones"; Bill Craft takes you on a tour of creating your own box art for that kit you've just produced; Chiller '96 highlights; Jim Bertges talks shop with Greg Aronowitz of Legends in 3D; also included are reviews and how-tos of kits like: Streamline's Delicate Stench, MIM's Barb Wire & Mme Kwazimodo, P-Unit kits, Stevia and Karen Hunter and more! 66 pgs w/7 pgs color. Cost: \$8/USA \$10/Can-Mex \$12/Foreign

BACK ISSUES!

Just the thing...

TOY BIZ 48651		TOY BIZ 48653		TOY BIZ 48656		TOY BIZ 48658		TOY BIZ 48660	
									
7-8" TALL SPIDERMAN (SNAP PLASTIC KIT) LIST \$10.99 SALE \$9.39		TOY BIZ 48652 7-8" TALL THE THING (SNAP PLASTIC KIT) LIST \$10.99 SALE \$9.39		7-8" TALL SILVER SURFER (SNAP PLASTIC KIT) LIST \$10.99 SALE \$9.39		7-8" TALL THE HULK (GLUE PLASTIC KIT) LIST \$12.99 SALE \$11.09		7-8" TALL SPIDERMAN (GLUE PLASTIC KIT) LIST \$12.99 SALE \$11.09	
									
TOY BIZ 48659 7-8" TALL STORM (GLUE PLASTIC KIT) LIST \$12.99 SALE \$11.09		7-8" TALL GHOST RIDER (GLUE PLASTIC KIT) LIST \$14.99 SALE \$12.79		7-8" TALL THE HULK (GLUE PLASTIC KIT) LIST \$12.99 SALE \$11.09		7-8" TALL WOLVERINE (GLUE PLASTIC KIT) LIST \$12.99 SALE \$11.09		7-8" TALL SPIDERMAN (GLUE PLASTIC KIT) LIST \$12.99 SALE \$11.09	
									
DOYUSHA 007-4 1/288 MOONRAKER W/FIGURES (plastic kit) LIST \$34.99 SALE \$26.29		DOYUSHA 007-1 1/24 007 CAR W/FIGURES (plastic kit) LIST \$49.99 SALE \$37.49		DOYUSHA 007-2 1/24 007 CAR W/FIGURES (plastic kit) LIST \$49.99 SALE \$37.49		DOYUSHA 007-3 1/24 007 CAR W/FIGURES (plastic kit) LIST \$49.99 SALE \$37.49		DOYUSHA 007-4 1/288 MOONRAKER W/FIGURES (plastic kit) LIST \$34.99 SALE \$26.29	
									
SOLDAT RW120001 120mm SHEENA (resin kit) LIST \$28.95 SALE \$26.09		SOLDAT RW1700018 170mm NUDE #5 (resin kit) LIST \$34.95 SALE \$31.49		SOLDAT RW090003 90mm YOLANDA NUDE (resin kit) LIST \$28.95 SALE \$26.09		SOLDAT RW090002 90mm MORNING STAR (resin kit) LIST \$30.95 SALE \$27.89		SOLDAT RW130001 130mm WYN (resin kit) LIST \$30.95 SALE \$27.89	
									
SOLDAT RW170027 170mm COUNTESS KARSTEIN (resin kit) LIST \$43.95 SALE \$39.59		SOLDAT RW170023 170mm RHONDA (resin kit) LIST \$34.95 SALE \$31.99		SOLDAT RW170004 170mm BARBARIAN (resin kit) LIST \$37.95 SALE \$34.19		SOLDAT JL30001 1/5 LORISSA (resin kit) LIST \$120.00 SALE \$107.99		SOLDAT RW070003 70mm JONNA (resin kit) LIST \$10.95 SALE \$9.89	
									
STREAMLINE 93002 1/25 SHOOTING STAR RACER X (resin kit) LIST \$59.99 SALE \$53.99		STREAMLINE 93001 1/25 MACH 5 (resin kit) LIST \$59.99 SALE \$53.99		STREAMLINE 93005 1/25 GRX (resin kit) LIST \$59.99 SALE \$53.99		STREAMLINE 93121 1/6 HEAVY METAL EMBRACE (resin kit) LIST \$149.99 SALE \$134.99		STREAMLINE 93173 1/6 PAQUETS DELICATE STENCH (resin kit) LIST \$79.99 SALE \$71.99	
									
GEOmetric VEO1 REVENGE OF THE GARAGE KIT BOOK (plastic kit) LIST \$20.00 SALE \$15.99		GEOmetric VID01 MODEL MANIA INSTRUCTION VIDEO (plastic kit) LIST \$29.95 SALE \$23.99		GEOmetric VID02 MODEL MANIA BEYOND BASICS VIDEO (plastic kit) LIST \$29.95 SALE \$23.99		GEOmetric VH060 ALIEN WARRIOR (vinyl kit) LIST \$59.99 SALE \$53.99		GEOmetric VH060 MEDUSA (vinyl kit) LIST \$64.99 SALE \$51.99	
									
MRC JUDGE01 1/9 JUDGE DREDD ULTIMATE (plastic kit) LIST \$24.99 SALE \$19.99		MRC JUDGE02 1/9 DREDD MEAN MACHINE (plastic kit) LIST \$24.99 SALE \$19.99		MRC JUDGE04 1/9 ABC WAR ROBOT (vinyl kit) LIST \$69.99 SALE \$55.99		MRC HAL11 1/9 ALIEN W/BASE (plastic kit) LIST \$29.99 SALE \$23.99		MRC HAL13 1/9 PREDATOR W/BASE (plastic kit) LIST \$29.99 SALE \$23.99	
									
HORIZON 37101 1/8 BATMAN (vinyl kit) LIST \$39.98 SALE \$31.99		HORIZON 37102 1/8 CATWOMAN (vinyl kit) LIST \$39.98 SALE \$31.99		HORIZON 37103 1/8 BANE (vinyl kit) LIST \$39.98 SALE \$31.99		HORIZON HC049 1/8 SPIDERMAN (vinyl kit) LIST \$29.95 SALE \$23.99		REVELL-MONOGRAM 5082 1/144 SATURN V LIST \$22.25 SALE \$16.69	
									
REVELL-MONOGRAM 5083 1/48 1st LUNAR LANDER LIST \$22.25 SALE \$16.69		REVELL-MONOGRAM 5083 1/32 APOLLO CRAFT (plastic kit) LIST \$22.25 SALE \$16.69		REVELL-MONOGRAM 5083 1/32 APOLLO CRAFT (plastic kit) LIST \$22.25 SALE \$16.69		REVELL-MONOGRAM 5083 1/32 APOLLO CRAFT (plastic kit) LIST \$22.25 SALE \$16.69		REVELL-MONOGRAM 5083 1/32 APOLLO CRAFT (plastic kit) LIST \$22.25 SALE \$16.69	

PHOENIX MODEL CO.

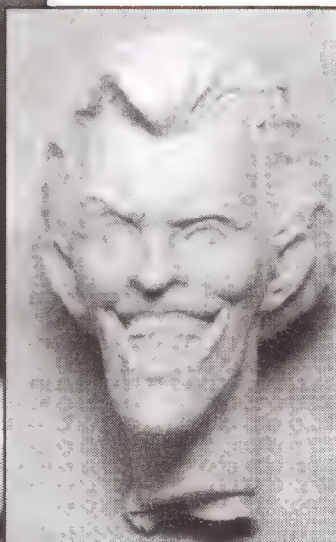
P.O. BOX 15390 DEPT. MR0397
BROOKSVILLE, FL. 34609
PHONE 352-754-8522 FAX 352-754-1882

SEND \$3.00 FOR OUR CATALOG
WE ACCEPT VISA / MASTERCARD
S & H (\$4.99 CONT. USA)
(\$6.99 AK.HI. APO FPO) (25% ALL ELSE)
ALL PERSONAL CHECKS HELD 15 DAYS

Beyond the Bare BONES with Tom Gilliland



Photos by:
Bill Craft
Ron Derhacopian
Tom Gilliland



Hey gang! This time out I thought I would examine the challenges of painting things PALE!

This challenge usually occurs when dealing with character models and is usually associated with their very

light if not white skin tone. A perfect example of this is the JOKER character from the Batman world. Definitely one of my favorites and a new release from Horizon models. Their new 1/8 scale version finds him seated sporting his ever present grin and an overcompensating revolver. The main challenge when painting a pale flesh tone is to bring life and dimension to it so as to avoid a flat lifeless appearance. It all comes down to the shading. Determining the "artificial" light source for the characters pose and position will be your first step. Usually an overhead 3/4 light source is best as it offers the most dramatic of lighting. With this in mind you may wish to use a flashlight or other strong and easily directed light source to view the model in its most extreme condition of shadowing. Carefully examine how and where the dark banks of shadow appear. Usually in a face it is near black under the chin, below the nose, and most importantly under the brow. Examine **photo A** of Horizons 1/6 Joker model for an example of exaggerated lighting. Try to memorize what your model looks like under this light and begin painting.

Back to the new 1/8 scale Joker. I began by base coating the head with Tamiya white. Then with the light study in mind I airbrushed a mix of purple and grey into all of the deep shadow pockets of the face, **photo B**. I then added a small amount of Black and added some additional extreme shadow to the face. Once this had dried, I misted a light spray of

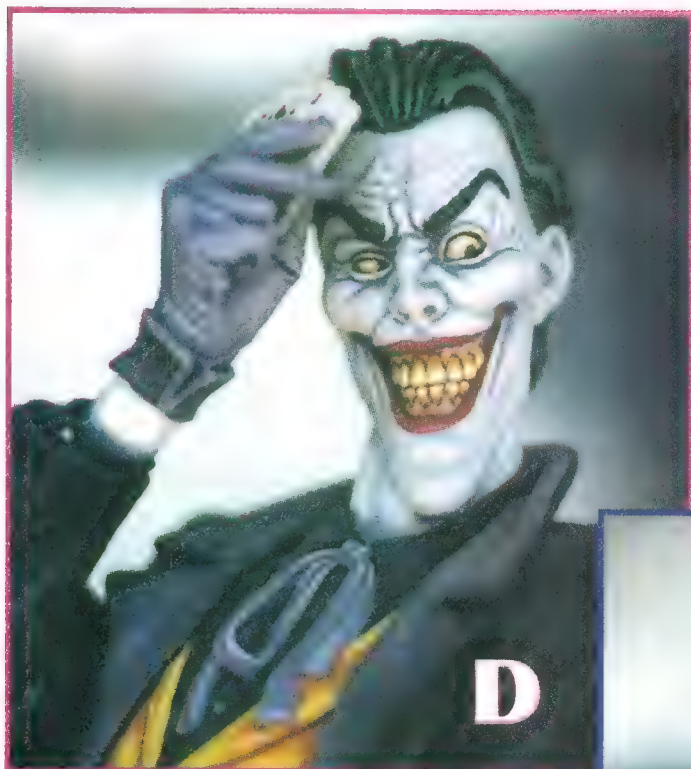
white over all to settle the shadow colors onto the face. Now that the overall effect had been achieved it was time to start pressing for the deep dramatic shading that brings out the menace of this character. I then use a fine point detail brush to slowly 'wash' light glazes of dark color into all of the extreme shadows of the face. I used Horizon purple and dark grey mixed with a few drops of Liquitex easy Flow extender for this step. By pinpointing the brush on the surface and then gently rolling the color into place a nice soft blend can be achieved, **photo C**. If you find your application is too heavy, quickly dip your brush into the extender and soften the hard wash.

The final step is to clean up your wash/airbrush work by striking in all of the highlight 'high' points with clean white. The best version of this that I have found is animation cell-vinyl paint. This heavy paint is thick and opaque but most importantly its smooth! With a few drops of extender added, it makes the cleanest, sharpest detailing white you are likely to find. With it mixed and ready I carefully glazed it onto the highlight points with the same fine point detail brush used for the dark shadowing. Allow the solid white onto the crest of your highlights and carefully blend/blur the edges with a rolling motion of your fine tipped brush. This should result in the very 'black and white' contrast that is the essence of the dramatic skin tone. you may very well find that in certain areas of your paint job where clean white highlights border right up to near black shadows. You will find that the

more true this relationship is on your models surface, the more punched in and expressive your piece will be. The number one rule is to push it to the limit! **Photos D,E and F** demonstrate some variations on the above mentioned formula. The 1/6 scale Joker (still one of the finest models ever produced), **photo D** was shaded somewhat subtly with white and a mix of light grey and darker blue grey with only a touch of purple. Despite the subtle color change you will notice that there is still a great amount of contrast to the highlights and shadows. This allowed for the very pleasing effect achieved in **photo A** when mixed with complementary 'real' light. The Menagerie Productions' "Thing From Another Planet" **photo E** is another example only this time accomplished using a palette of light and dark blues with a bit of purple and red mixed in for accent. The last facial example is another one of my all time favorites, the Horizon Hobbies' Penguin from the Batman Returns line **photo F**. This time a light brown grey was used as a base and dark grey and purple were used to add subtle yet striking shading to a dramatically sculpted face.

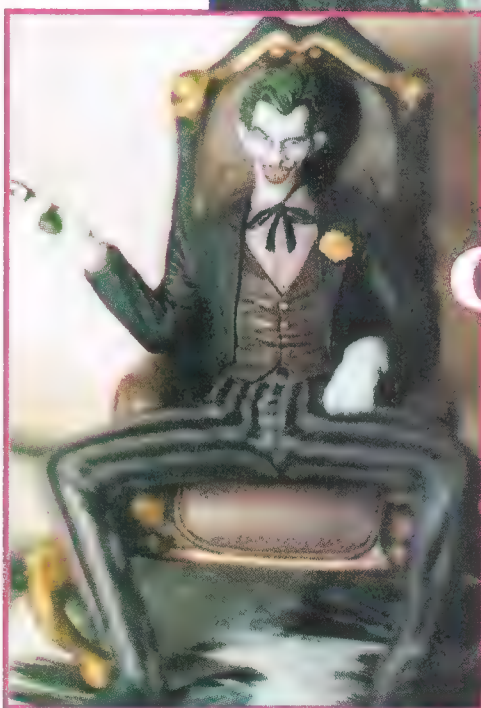
This extreme light and dark paint attack need not stop at the face and its features. Once you are comfortable reading the face this way move on to the whole figure. By painting in the clothing with the same principles in mind you will bring more depth to the folds and creases in the fabrics as well as some added drama to





your whole piece. A good example of some completely rendered fabric is the raised gloved hand in **photo D**. After shading and highlighting a complete figure I will often shade and darken in the entire piece to bring it all together. Looking at **photo G**, the completed 1/8 scale Joker body, you may notice an overall darker shadow along the underside of the legs as well as under the armpits and along the sides. These overall shadows were airbrushed in using Polytranspar Black Umber and a bit of powdered flattening agent. It may seem a bit dicey at first to attack your carefully blended model with such a dark color but this is what will give the piece its final dramatic punch. Proceed carefully and keep your mixture thin so that it requires several passes before any extreme dark color appears. This will cut any mistakes or heavy handedness to a minimum. Once you are comfortable with this process you used on the clothing, apply your practice to the actual face! This will require the strongest resolve as one false move can ruin hours of careful blending but again 'who dares, wins'.

This whole light and dark suggestion will no doubt push you into a whole new world of problems to solve but the rewards are worth every agonizing mistake. Considering that many of the subjects chosen for models are the characters and monsters of famous black and white films, it seems only natural to want to duplicate the lighting painstakingly achieved in these movies. Think of it as getting a case of 'Orson Welles Syndrome' with the only cure being practice.



The Resource Review

with Fred DeRuvo



The German Garage's *Elijah Rising* is in a rotten mood! The second in their 'undead' series.

My 5 year old son put the pieces together in the above picture and he only did one thing wrong. Can you find it? Not bad for a five year old.

When I saw this kit, I thought, "Now this would be a great kit to try out some of my techniques for replicating gore."

Elijah Rising, by the **German Garage** is a promising kit. First of all, I have to tell you that it is extremely well done, casting wise. If you aren't careful when you take it from the box, it will build itself. Actually, that's not really that far from the truth. The day I received the kit, I had the parts laid out on the carpet and my five year old started placing things where he thought they should go! It wasn't hard for him to figure out. Okay, he also had a couple of his Matchbox™ cars right alongside Elijah, but I guess he figured that Elijah needed something to play with, I don't know.

Seriously, this kit is cast very well, in odorless, white resin (which seems to be the resin of choice these days and for good reason). There was no ungodly odor assailing your nostrils. The pieces

were very smooth and I can honestly tell you that I felt no need to sand *anything* prior to painting. The only thing I did was wash the parts in warm soapy water, but you already know that you should do that.

I opted to insert drywall screws in the base of this kit like I did with Horizon's base for Robin two issues ago. The size of the kit causes it to be a bit on the heavy side, so I wanted to provide as much of a hedge against any problems as possible. I simply drilled up through the bottom and added the screws, along with CA glue.

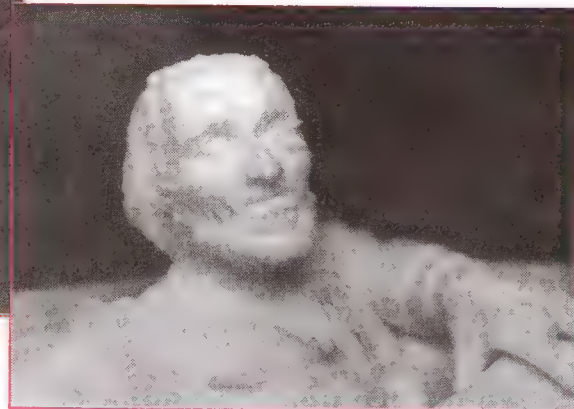
The first part of the kit I painted was the base. Very straightforward. I used my tried and

true method of basecoating it this time with Badger Modelflex™ Gray. Once this was completed, I sprayed with Testors Dullcote™ to seal it. Then, pull out the Bon Artiste Charcoal stain and 'wipe on, wipe off.' Because of the texturing that Ronald Brandt has sculpted into the kit, it really looks very much like actual cement or stone work, with little pits and crevices throughout. These were obviously intentionally sculpted in, as opposed to taking the easy way out and not really giving a texture at all.

One of the other things that makes this base interesting is the fact that when you look at the base from the side, you can see that the concrete has been disturbed as if a slight earthquake has occurred. Something has awakened Elijah and he is on the rise.

The bottom line is that there is quite a bit of realism captured in this kit. I'm looking at it as I write this and I'm really impressed with the "stonework" including the crucifix that's part of the headstone; the "cracks" and lines in the headstone and just the overall accuracy. The other thing I like about this kit are the individual fallen leaves that are found in various places on the kit. I spent many years in New York state - through my teens and early twenties. As far as I'm concerned (and this is only my opinion), I have yet to see autumn take on such opulence as I experienced in that state. It is mind-boggling to me

Incredible 'life-like' detail in Elijah's features!



Finished base with shades of autumn.



Basecoats for flesh/clothing and individually painted worms.

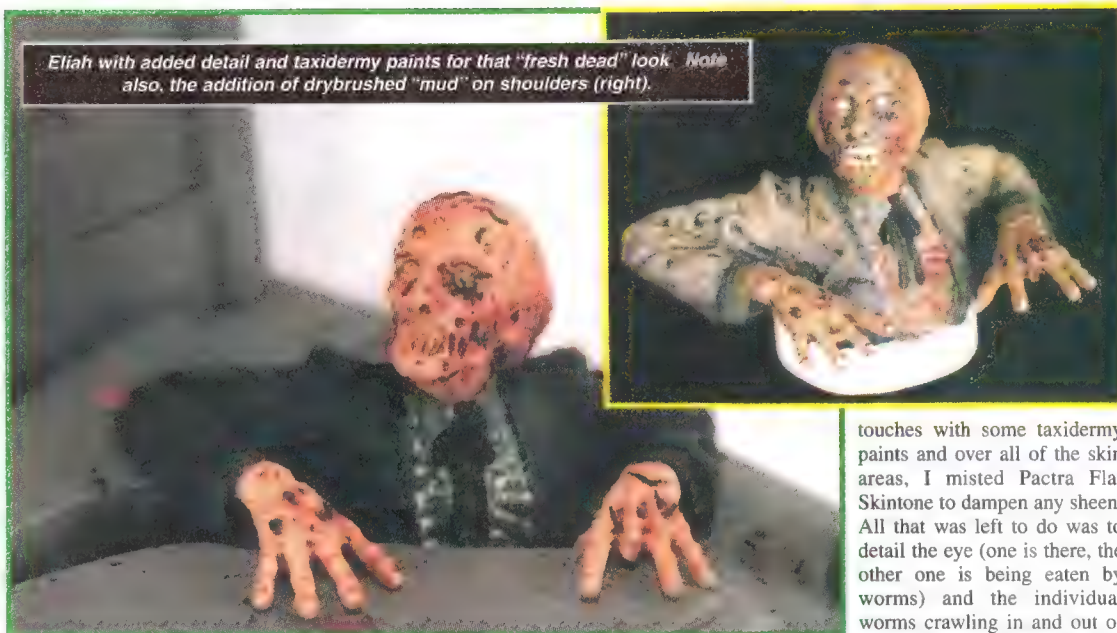
how the leaves can change to all of those colors. Indian Summer was the best part about living in New York state. So, naturally, when it came time to paint those leaves, I opted for a fall look. Normally, this is when leaves fall off trees anyway. To create the presence of fall, I used a number of colors and brands of paint. First, I again looked to Badger's Model/flex to provide the base colors of orange and green. Then, I dove into the Horizon colors. I dipped my brush into the paint, then dipped the brush into a bowl of water nearby. So that I wouldn't be dripping all over the place, I then patted my brush lightly on some paper towels.

At this point, it was almost like working in water colors, which reminded me of where I came from as a kid. I took a number of years of art lessons in my middle through high school years. I had even taken private art lessons in 5th and 6th grade. Some of things Tom Gilliland talked about with last issue's sponge painting method were learned then, along with many other techniques.

Anyway, taking my brush, which was full of an orange, red, yellow, purple or whatever, I gently brushed the individual leaves to create the fall look I was going after. This would be especially noteworthy since the rest of the model was done primarily in grays and earth tones. These little islands of color would help make the model stand out more. Once this was done, I sealed the entire thing and was ready for Mr. Eliah himself.

The figure was tougher than the base, largely because you're dealing with a different type of realism here. I basecoated the skin areas of Eliah with Pactra Flat Skin tone. I then went in and started on his clothing; dark blue for the jacket, putrid green for the shirt, black for the tie. Then I sprayed with Testors Dulcote again to seal everything, because, you guessed it, I was going to use Bon Artiste -Fruitwood- stain now. He was now beginning to look grungy, something that I don't like looking like. I remember when I was building and painting some of the old Aurora kits and Monogram reissues, just five to six years ago, I hated drybrushing them because I didn't want them to look "dirty." Now, I was deliberately creating a messy looking creature. I was only beginning though with the stain. Now, I really went to town. I decided to pull out the stops because who was to tell me that a dead-person-who-had-recently-come-back-to-life couldn't look like this? I continued with Pactra Flat White because I wanted the next step to stand out. Badger's Model/flex Red provided a nice blood-like second coat over that. Then, I began to add various shades of greens (for gangrene), blues and purples to create that nice, freshly dead look.

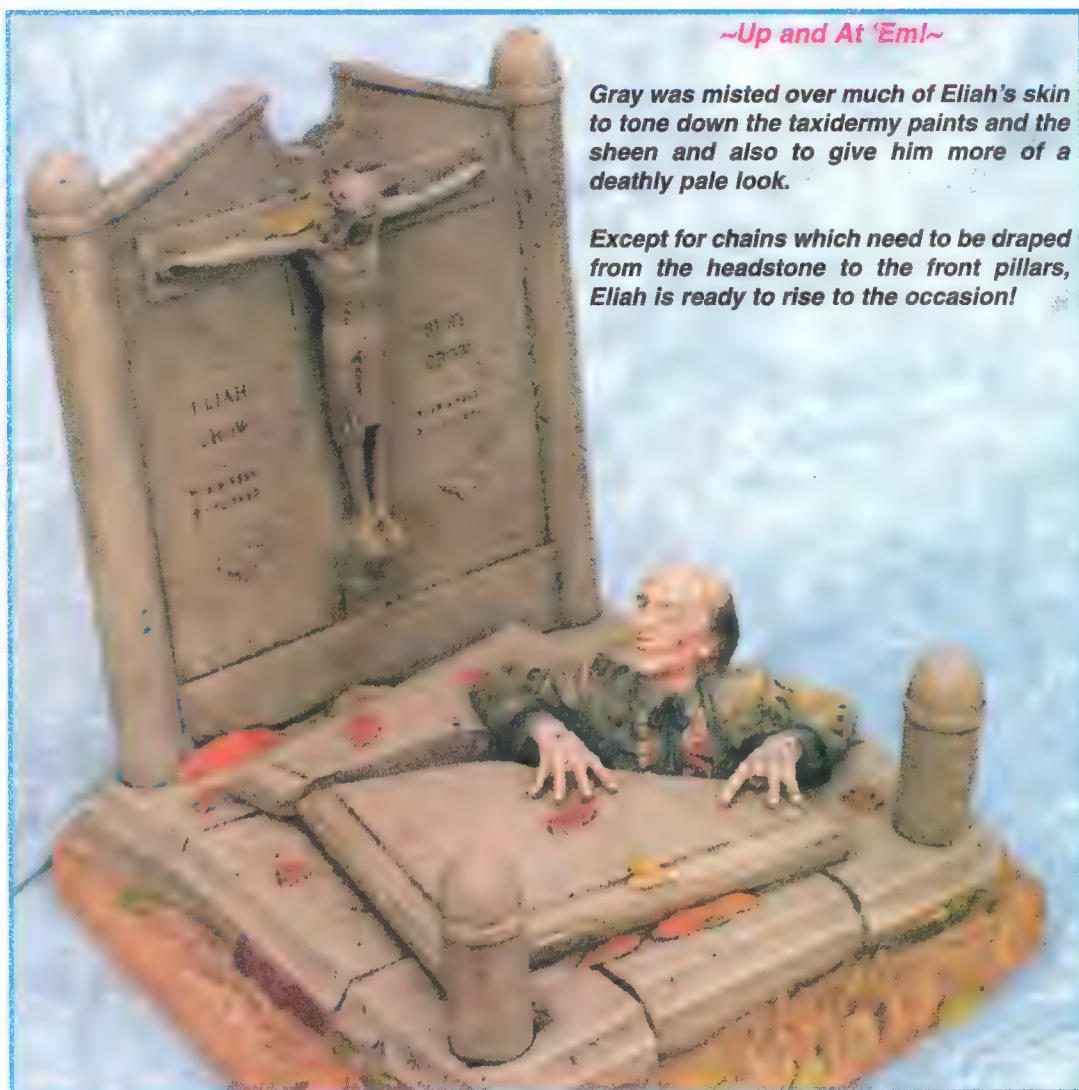
I also added some finishing



Eliah with added detail and taxidermy paints for that "fresh dead" look. Note also, the addition of drybrushed "mud" on shoulders (right).

touches with some taxidermy paints and over all of the skin areas, I misted Pactra Flat Skintone to dampen any sheen. All that was left to do was to detail the eye (one is there, the other one is being eaten by worms) and the individual worms crawling in and out of various locations of the body.

Eliah is done and is now proudly on display at Clovis Hobby Center where all can ogle and ooh. If you're into this type of kit, you'll definitely want to check them out. Eliah retails for \$135 plus shipping. This company has other kits on the way and you can contact them at: **Marcus Wiedenhoef, 5757 N. Winthrop Ave, Apt #2, Chicago, IL 60660 Tel/Fax: 773.561.2383.**



~Up and At 'Em!~

Gray was misted over much of Eliah's skin to tone down the taxidermy paints and the sheen and also to give him more of a deathly pale look.

Except for chains which need to be draped from the headstone to the front pillars, Eliah is ready to rise to the occasion!

Gremlin on the Loose!

Kit Reviews by Larry J. Brackney



Classic Plastic's Darkness (left) and Alternative Image's (right)

Summer and Fall are traditionally "dry periods" for garage kit fanatics, with sculptors and casters alike making use of the time to work on kits for the Holidays and Spring show season. Thank goodness the drought is ending! This issue the gremlin's got his paws on a couple recent releases that will be competing for your cash at the Spring shows: **Newmanoid Models'** original werewolf, **Moonsinger**, and a new rendition of **Darkness** from **Alternative Images**.

Moonsinger quickly became one of the most anticipated kits of 1996 after pictures, depicting a raging werewolf perched on a log, were first leaked to Gremlins in the Garage. Shortly thereafter, the kit showed up on the cover of AFM. People were lining up by the score to pay an unknown amount of money for a kit that no-one had seen firsthand! Sadly, it remained "in production" and unavailable for purchase until early December. Was it worth the wait? You'd better believe it, baby!

Moonsinger is billed as a 1:6 scale sculpture, although I think it's closer to 1:5, and is poured in solid cold-cast resin. As you might expect, this results in one hefty kit that is shipped in a large cardboard box with styrofoam inserts. Care must be taken in opening the package. While there's always the threat of the little fellow taking a slash at his new master, I found that there's a greater danger of damaging the delicate mouth castings when extracting the kit. In the event that some parts have already been damaged in transit, you'll want to be sure to track down any of the pieces that may have broken loose. Fortunately, I was able to locate the few tooth segments that chipped off of my kit, and they glued back in easily enough. Some folks will be turned off by the cold cast resin the kit is produced in though, and I do feel that the kit would benefit from improved packaging.

Once you get past the treacherous "kit extraction phase," you can begin to enjoy the four large parts that comprise the kit. The main body section, log, and two arm segments were all free of bubbles, seams, and pinholes; the primary advantage of cold cast resin. Parts are cast with deep socket wells, and interlock cleanly. Unlike most computer products, this kit really IS plug-n-play! Pin and glue the kit, putty the breaklines on the log and around the forearms, and you're off to the races!

I was backed up on other projects when Moonsinger graced my doorstep, but I quickly built him up and set him on a shelf, as-is. Painted or not, it makes for an impressive display piece, standing 14" tall and measuring 18" from snout to tail. Once again Mark Newman delivers a stunning piece of artwork, demonstrating an easy, fluid, sculpting style. Even unpainted, Moonsinger takes on a life of his own; surveying the area for his next meal and ready to leap off the log at a moment's notice. At a detailed level, Moonsinger holds up very well. Sculpting in the face, hands, and feet is outstanding. Veins and tendons bulge on the arms, legs, and neck, complementing the muscle structure nicely. Newman has done a decent job managing the difficult transition between fur and flesh, laying the groundwork for careful painting to blend them together.

Of course kits are meant to be painted, not just built and plopped on a shelf! (I'm not going to name any names, but you know who you are!) A variety of flesh and fur color schemes would look just fine on Moonsinger. I began by basecoating the fleshy areas with a ruddy, orange, fleshtone. Once that was done, I airbrushed the recessed areas with Polytranspar Black Umber to lay in shadows. I followed this with an overcoat of Polytranspar Burnt Umber to darken the flesh and soften the shadows.

The resulting deep brown flesh goes well with a brown fur scheme. The bulk of the fur is easy enough to handle with basic dry-brushing techniques. I began by basecoating the fur black, then came back with lighter brown drybrushed shades. I finished up with red and white drybrushing on the raised areas and along the wolf's mane. In addition to painting the sculpted fur, it's important to paint in individual "hairs" near areas where the flesh and fur meet, and where the sculpting on the fur is most coarse. I used a small brush to flock in individual hairs with different shades of brown. I further softened this transition by airbrushing these areas with another light coat of Burnt Umber.

Painted or not, Moonsinger is a great looking sculpture. I honestly think it would look terrific with a bronze finish, it's that nice a kit. \$145 may sound a bit steep for a single figure kit with a simple base, but as I said it's roughly 1:5 scale, weighs a ton, and it's a beautiful composition. Moonsinger is being sold in a signed/number edition of 250, and is in my list of top 5 kits released in '96. I recommend it highly. (Editor's Note: The packaging has been redesigned as has the material in the second release of this kit.)

Okay, time for a garage kit confessional. I have a soft spot in my heart for kits of Tim Curry's "Darkness" character from the film "Legend." As it turns out, John Dennett's rendition of Darkness for Classic Plastic was the very first figure kit I ever built. (Simmer down, Hecklers!) I still think it's one of the best full-body makeups ever filmed, and I'll always sit up and take notice when a new kit of the character is released. Imagine my delight when I learned that Alternative Images would be releasing a new version of the character!

There are a number of differences between the Alternative Images and Classic Plastic kits that will immediately leap to the mind of a casual observer. Side-by-side, the Alternative Images kit stands a head taller in 1:6 scale as opposed to Classic's 1:8 scale kit. Both kits feature Darkness clutching a severed Unicorn's horn, however the Alternative kit takes a more dynamic approach to the pose. There are a few other distinctions between the sculptures, but we'll tackle those in a bit.

The Alternative kit is sculpted by John Cole, and is cast in 6 resin pieces. A length of plastic chain and a container of "gemstones" are included for detailing. Casting quality on the main body section was nearly flawless. Minor seam lines had to be removed, but that was about it. The arm and horn parts were a bit trickier, all having fairly heavy seam-lines. Both arms I received were pocked with small bubbles and finger prints. Nothing some putty, sandpaper, and elbow grease couldn't make short work of. Seamlines on the horns required a fair amount of patience to correct, as the delicate ridges sculpted on the surface had to be recarved. Once pinned and glued up, only a bit of puttying was needed where the arms and horns joined the body.

It's a little difficult not to draw comparisons between Cole's and Dennett's work when evaluating the sculpture. Overall, Dennett's Darkness does hit a bit closer to the mark when the kits are compared to the film or photo reference material. Cole's Darkness is slightly stockier through the arms and torso. The facial likeness is on the mark, with a lively expression that seems truer to the Curry's performance than the Dennett kit. Unfortunately, Cole's sculpture falls a bit short when it comes to Darkness' horns, which are too round and presented with an exaggerated curvature. The problem looks worse at some angles than others. Fortunately it's not so apparent as you look at the figure head on.

Painting the kit is fairly straightforward, and gave me an opportunity to try out some new paints. Since we started this review as a "garage kit confessional," let me say that I used to find airbrushing an unpleasant chore. I was seldom able to get the paint mixed to the proper consistency every time. Call me an inept klutz, but I usually ended up feeling like I was trying to wrestle down a spitting cobra rather than wielding a precision painting tool! That began to change when I started using airbrush-ready paints like Polytranspar's taxidermy colors. They shot like a dream, and I could change colors as fast as a chameleon. Still, taxidermy paints are better suited for special effects work rather than for standard opaque painting.

I've studied articles discussing paints like Golden's airbrush colors, mentioned in previous issues of *The Modeler's Resource*, with great interest. After an aborted attempt to use Createx colors (which cured to a rubbery consistency), I finally settled on Dr. Martin's Spectralite airbrush acrylics. Like Polytranspars, I've found that they shoot wonderfully, cure rock hard, and I'm able to quickly and painlessly change from color to



painting in the details, applying the length of chain to the base, affixing the gemstones to Darkness' belt and shoulder pad, and finally adding a bit of black crepe hair around his shoulders.

Alternative Images Darkness is sold as an "ultra limited edition" kit for \$125. While I'm not sure what "ultra limited" means, the kit comes with a signed and numbered certificate of authenticity with color box art for around \$125. It's a fairly big kit, and stands right at 14" tall with a slightly over-sized base, so it will likely bully your little 1:8 Aurora kits right off the shelves! The kit sports a decent likeness to the character, my only real reservation being the slightly inaccurate horn sculpting. Balance that against a nice job on the facial expression, and I think most Legend fans will walk away satisfied.

Looks like it's time to get back to the hectic painting frenzy going on in my studio for the Spring shows! Next time we'll be taking a look at **Dimensional Designs Nightstalker** kit, **Cutter**, the new Elfquest kit from **Avatar** (formerly, a Streamline Pictures kit) and anything else that catches my fancy at Wonderfest. I hope that I'll get to meet and greet many of you at some of the shows in the coming months, so if you happen to see a Gremlin tooling around come on up and introduce yourself!

Larry J. Brackney
Email: zeiram@mail.hsonline.net

color. Bottom line? If you're not having a fun time using your airbrush because you can't get the paint consistency right, then consider giving airbrush ready paints (be they Golden, Dr. Martin's, Badger, or whatever) a try. They cost a bit more than mixing your own acrylics, but the savings in aspirin for your headaches may well be worth it!

With that exposé behind us, let's get back to Alternative's Darkness, which was the first kit I've used Spectralites on extensively. I began the basic fleshtones by basecoating the skin in Spectralite Magenta, a dark reddish purple color. I then airbrushed raised areas with Spectralite Ruby, followed by highlights using Spectralite Red. Darkness' pants are made of some unearthly, iridescent, material. I came fairly close to my photo reference by shooting the pants with a golden brown basecoat. I followed up by airbrushing Polytranspar Violet into the folds of the clothing, and then shot over the pants with Polytranspar Burnt Umber. (Good stuff that Burnt Umber!) The rest of the kit is fairly straightforward with semi-gloss black for the hooves and horns, flat black with charcoal dry-brushing for the cape sections, and brown dry-brushing on Darkness' fur. I finished up by

Newmanoid Models
4147 Stanley Avenue
Fremont, CA 94538
Phone: (510) 226-0557
Fax: (510) 653-7243

Alternative Images Productions
114 Fort Hunter Rd.
Schenectady NY 12303
Phone: (518) 355-7958 (6-9pm EST)
Internet mail: a-images@rica.net

Dr. Martin's Spectralite paints are available from:

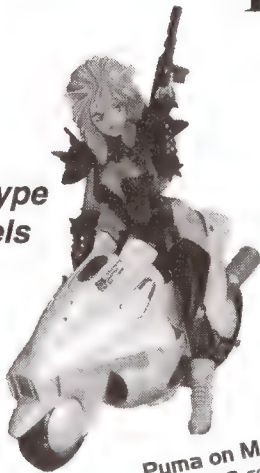
Salis International, Inc.
4093 North 28th Way
Hollywood, FL 33020
1-800-843-8293
<http://www.docmartins.com>



New Type

Hobbies and Toys

New Type
Models



Puma on Motorcycle
1/8 scale



Cecilia



Amino



Karen
"Hunter"

P-UNIT

Stevia

New Type

1414 - 9th Avenue
San Francisco, CA
94122 U.S.A.

Tel: 1-415-731-3077

Fax: 1-415-731-8813

When in San Francisco, visit our
store. Our hours are:

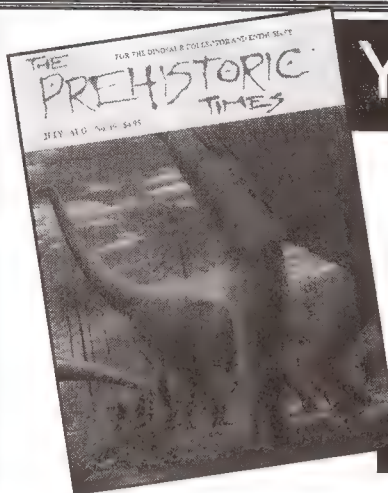
Mon - Fri 11:00 A.M. to 6:00 P.M.

Saturday 11:30 A.M. to 6:00 P.M.

Sunday 12:00 P.M. - 5:00 P.M.

Mail Order Catalog
\$3.00

Foreign Customers
\$5.00 USD

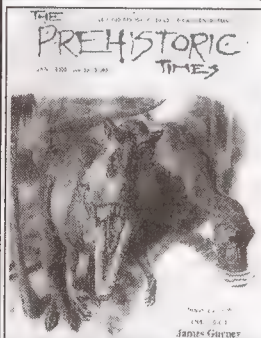


You say you *LIKE* Dinosaurs?

THE
PREHISTORIC
TIMES

is the bimonthly magazine for you

Back issues available: \$6.00 ea.



Subscribe to our informative and entertaining magazine for
Dinosaur model and figure enthusiasts.

Now catch us online!

http://www.gremlins.com/prehistoric_time/index.html

e-mail: pretimes@aol.com

.....
\$24.00/U.S. - CANADA - \$30.00/FOREIGN
.....

Payment made to:

Mike Fredericks

145 Bayline Circle

Folsom, CA 95630-8077

Safety Tips from the...

Toxic Modeler

by Jonesy



For your safety and good health, it is advisable to use toxic chemicals only in well-ventilated areas...

MOONLIGHT HOBBY



Figures for Modellers with Discerning Taste

Featuring

Military • Science Fiction • Horror • Fantasy
Comic Book Figures • Japanese Gundam Kits
Armor • Aircraft • Automobile
After Market Accessories

Mail Order Only PHONE FAX OR WRITE

508-520-0496 Fax 508- 520-7149

955 Summer St. Franklin, MA 02038

T & T Productions

64 Lowell Road, Pepperell, MA 01463

Tel: 508/433-8592 (9am - 9pm EST)

presents...

The George Barris Collection

Hollywood TV/Movie Cars

High Quality Licensed Resin Kits

~Send SASE for List~



Fada

-w/brass wings, clear liquid

1:6 scale.....\$110.00

sculpted by Joe Laudati

character based on screenplay by Joe Laudati

SOLDAT

6 MARISA DR
W BRIDGEWATER, MA 02379

Tel: 508.587.8067

Fax: 508.586.4994

HIGH QUALITY RESIN CASTING
ILLUSTRATED CATALOG.....\$4

Postage

\$0 - 30.....\$3.00

\$30 - 100....\$4.00

\$100+.....FREE



JURASSIC JANE

1:6 scale.....\$120

w/pewter rifle barrel & scope

Sculpted by Joe Laudati



FAIRBANXTM

MODELS

WITH

~If It Ain't A Fairbanx Model, It Ain't~



by Jim Bertges

Imagine you're a guy who loves models and has built them most of his life and has just tons of great ideas for new models you'd like to see. Then imagine that you actually do something about those ideas. You gather together a team of highly talented sculptors and artists to give form to your ideas: You put your own money behind a company and produce a line of kits that makes people say, "What a great idea! I wish I'd thought of that!" when they see them. Well, you've just imagined **Fairbanx Models**, a dream made reality by Doug Murray.

Doug, like most of us, had built the Aurora monster kits as a kid and as he got older lost interest. But when he saw the Monogram reissues of the classic kits in their Luminator series he thought, "I could probably really do a good job building that now." From that point he was hooked on models again. He learned about garage kits from *Kitbuilders* and *Model And Toy Collector* magazines and since he had wanted to start a company of some kind, it seemed like a good idea to create a company doing something he really liked. So, Fairbanx Models was born. The name Fairbanx comes from a nickname Doug had in high school. A friend called him "Douglas Fairbanks", which was eventually shortened to just "Fairbanx." When friends came over to see his models, the comments were usually "Fairbanx' models are cool," and that's what came to mind when it was time to name his new venture.

Doug is not alone in the creation of these kits, "I'm just the idea guy," he says modestly. He depends upon Frank Daniel, Rick Wyatt and Jim Fawkes to make his ideas into a reality. Doug feels the strength of the Fairbanx line is in the incredible talent behind the kits, "We're a bunch of adults who are still twelve years old."

Doug calls Fairbanx Art Director, Frank Daniel, "the Man" for his contributions to the company. His work encompasses designing instruction sheets and box art and putting the catalog together. Frank also has a hand in designing the kits as well. He's collaborated with Doug and Jim in the design of the Monster

Mates. Frank's name is familiar to modelers from his work for *Amazing Figure Modeler*. His contributions to Fairbanx don't stop with boxes and instructions. He has an eye on the look of the company itself, "Doug's and my goal for Fairbanx is to take a small company and make it look like GEOMETRIC. Everybody who works for Fairbanx really believes in what they're doing and Doug is the nicest guy in the world to work for." It's a sentiment that is echoed by all the Fairbanx collaborators.

Rick Wyatt who has done work in the past for Lunar and a variety of other sculpture projects is Fairbanx' human likeness expert. His "Monster Hunter K" and "Ozzy Osborne and Randy Rhoades" tribute kit are great reflections of his talent in creating exact likenesses. He is the main sculptor responsible for the Fairbanx Munsters line and the proposed Aurora "Replacement Heads." He enjoys his relationship with Fairbanx and the opportunity he's had to work on sculptures that demand good human likenesses and the chance to step away from aliens and strange creatures for a while. "I've really enjoyed working with Fairbanx. Their castings are really good and the box art is great. Doug took a chance on using me because he hadn't seen much of my work before and he let me do a likeness. It's just been a good experience all around."

Jim Fawkes is a sculptor already well known in modeling circles as a master of the female form. His contribution to Fairbanx line is possibly the most popular series they produce as well, the Monster Mates. His task with the Monster Mates is to make female kits that compliment the original Aurora kits with their monstrous look balanced by the beauty of the female form. So far, according to the fan reaction, he has succeeded wonderfully. He enjoys the fact that modeling is a collaboration between the sculptor and the modeler "I like seeing when somebody has done something innovative. When they've added something to it to make the kit one of a kind." His ideas for the look of the future "Mates" are in-progress and promise to be as much fun as the first two in the series.

Fairbanx' first kit was based on one of those great ideas that makes people wonder why it hadn't been done long ago, Monster Mates. Doug says, "I was toying around with ideas for the first kit I wanted to do. I came up with that idea because I thought 'What's popular now?' Sexy female kits, anything Aurora based was popular and Universal Monsters have always been popular. So I said 'What the hell, if I throw all three of these things together, I might be on to something.'" The first kit born of that idea was "Princess Ananka" the female counterpart to Aurora's Mummy kit. What makes the Monster Mates so interesting is

not just that they're "mates" to the original Aurora kits, but they are beautifully rendered by master sculptor of the female form, Jim Fawkes and their poses mirror the Aurora kits they complement.

At the moment, two Monster Mates kits are available, "Princess Ananka" and "Madame Kwazimodo" and the response of modelers everywhere has been overwhelmingly positive. Doug plans to continue the line to include mates for all the Aurora male monsters as well as a mate for his planned "London After Midnight" vampire which would bring the line to ten kits. Next up in the series will be the "Wolf Girl" which plays off the slight hillbilly flavor of the Aurora Wolfman kit and his rope tied "Jethro" pants. Doug describes the figure as "Daisy Mae from the Li'l Abner comic strip afflicted with lycanthropy." Once again, Jim Fawkes is handling the sculpting duties and the kit promises to be another highly sought after item. Other kits planned in this line are mates to Aurora's Phantom, Creature, Jekyll as Hyde, Frankenstein, Forgotten Prisoner and Fairbanx London After Midnight.

Of course there's talk of other kits in the "Mates" line, but at this point it's all speculation. The imagination can run wild with ideas for "Ms. Zilla" or "Lady Kong". Doug thinks there may even be reworkings of the Aurora "Bride of Frankenstein" and "Witch" kits as well as mates to match his "Missing Links" series. But all these future plans are dependent upon fan reaction to the original line of Mates and the speed and dexterity of the Fairbanx crack sculpting team.

Another fan favorite Fairbanx is immortalizing in resin is the Munster family. The incredible thing about the Munsters is not their popularity, but the fact that there have been so few model kits made of them. First in the series is "Lily" and due to the incredible demand for this first kit, Doug is continuing with plans to make the rest of the family available. The inspiration for the "Lily" kit was a publicity shot Doug came across in an old issue of Famous Monsters. The pose was so striking that he immediately thought it should be transformed into a model kit. Rick Wyatt is the sculptor of the series and his incredible knack for getting likenesses absolutely perfect is well suited for this project. Next in the series is "Grandpa", who is planned to have an elaborate "lab" diorama base. Grandpa will be followed by "Eddie" who will have his Wolf-Wolf doll and the giant baseball bat he used in the opening sequence. Next would be "Spot" under the stairs. Fairbanx is even thinking about including an LED lighting kit so Spot can have glowing red eyes. Of course, they have saved the best for last and that would be "Herman" crashing through the front door. Several modelers have even asked if there would be a "Marilyn" to accompany the rest of the family, but Doug isn't sure that the family's "plain Jane" would make a very popular kit. On the other hand if there is a good demand for Marilyn, Doug concedes, "The customer is always right."



Above: Fairbanx' Ozzie & Randy Tribute and Monster Hunter K kits

Doug is an Aurora fan, just like the rest of us, but unlike most of us he can do things we never even thought of doing. Or, to quote Doug directly, "Even though today's kits have more dynamic poses and far better detail, there's something about holding original Aurora plastic in my hands that warms my heart." So, partly in tribute to Aurora and partly because he wants the kit himself, Doug contacted Aurora designer Dave Cockrum to design a new "Aurora style" kit for Fairbanx. The kit is Lon Chaney's vampire character from the silent film "London After Midnight". Also known as "The Man in the Beaver Hat", this is the bulgy eyed, stooped, black draped character whose teeth are all sharpened to deadly looking points. With Cockrum's design and Rick Wyatt's sculpting talents, Fairbanx will be giving the world a new Aurora kit all these years after Aurora has become just a treasured memory.

Interesting ideas keep coming from Fairbanx. Looking over the line-up of Aurora kits, it's apparent that the likenesses aren't exact. Just one look at Aurora's Wolfman tells the tale, it doesn't look anything like the Lon Chaney, Jr. version of the hairy fellow. So, Fairbanx plans to provide heads to replace those found in Aurora kits. The idea is not to discard the original head entirely, but to use the new heads to build a second kit that represents a much better likeness of the original movie monster. The heads will include Frankenstein, Dracula, Wolfman, Creature, Mummy, Phantom, Hunchback and Mr. Hyde. This

is not a priority project for Fairbanx at the moment, but it sounds like another one of those ideas that nobody's thought of, until now. Just think of the line-up on your shelves. First, you'll have the original Aurora kit, then the Aurora kit with the Fairbanx replacement head and then, the Monster Mate that matches the original kit. You're gonna need a bigger shelf!

For fans of both the monstrous and Rock and Roll, Fairbanx is creating a series of kits based on one of the most monstrous rock bands ever, Kiss. First in the series, God Of Thunder, is finished and available. Sculpted by Rick Wyatt, the likeness of Gene Simmons is "dead on". The kit includes a base in the form of the character's "dragon talisman" which was featured in the Kiss comics and the TV movie "Kiss Meets The Phantom Of The Park." Subsequent figures in the series will each have a distinctive "talisman" base as well. Plans are to have the entire series of four kits completed by this fall.

In the non-kit area, Fairbanx plans to produce a series of instructional video tapes to enhance the modeler's skills. First up will be a professionally produced video on molding and casting. Doug realizes that this may stir controversy in the business, but as he points out, this information has been around for years. Military modelers have been sharing the secrets of casting duplicate parts and accessories since the inception of RTV molding materials. The greatest fear of the resin kit industry is of someone recasting and selling shoddy copies of their product. In Doug's opinion, recasters can acquire this information at their local bookstore and he's not releasing any profound secrets to the general public. "I just want to show people how to apply all that information to this hobby," Doug says. He's just giving modelers another tool for their arsenal.

Future planned videos will include a tape on sculpture by Rick Wyatt, focusing on monsters, an inside look at how to create instruction and box art that sell kits and some background on the company itself to help inform others who are inclined to start up their own companies. The tapes will be professionally produced, straightforward and simple. They won't feature flashy effects, but they will be well edited and present solid information in an interesting way.

Ultimately, the one thing that everyone at Fairbanx cares about is the modeler. When Doug says "The customer is always right," he means it. To illustrate that point, Fairbanx puts out a newsletter called *Test Shot* that lets their customers in on their plans for the future. *Test Shot* gives more details on upcoming projects and plans than most other companies are even willing to talk about. Fairbanx even talks a bit about projects they are considering so they can get the fan feedback on their ideas. And to top it off, since the newsletter is made specifically for Fairbanx customers, the customers get the company's thanks for their patronage with their names individually listed in a thanks column. There is also an invitation to send in photos of built-up Fairbanx kits for publication in future issues of *Test Shot*. And of course it concludes with "Without you resin-heads there wouldn't be a Fairbanx Models." They know what's important.

When asked about how he sees the future of the company and the hobby, Doug says, "I hope the next big trend will be original kits." With the large model companies getting into the figure kit business, Doug feels there





may be problems down the line for the small garage kit producers. If the larger companies take out licenses on the new creatures and movies that are coming up, there won't be much left for the small guys to produce. "It seems like most of the garage kit companies have concentrated on B movies and stuff that hadn't been done before, but we're running out of subjects. People are going to have to come up with original ideas. "If I see another Predator kit, I'm gonna puke." Doug feels that perhaps TV characters may be the next trend. Judging from the success of his Munsters series, he may just be right. Fairbanx' decision as to which kits to produce in the future is based more upon a gut feeling rather than vast amounts of market research. Doug says, "We really just think, 'What kit would I like to have?' and because we're all modelers we're pretty much in line with what most everybody else is thinking." As for the future of the Garage Kits, Doug says, "As long as people keep doing good work and come up with good kits, the hobby will continue to grow."

Write to Fairbanx Models at the address listed at the end of this article for a free catalog.

I had a great time talking to Jim Fawkes over the phone. We had a fun, interesting conversation and his comments were frequently punctuated by his infectious laughter. When I spoke with Jim he was working on the new Wolf Girl sculpture for the next kit in the Monster Mates line, so that, naturally, was the first topic we covered. Jim began by telling me the thoughts behind the design of this particular kit.

JF: Well, we had mentioned how the Aurora Wolfman was pretty much Jethro as a werewolf. We've never been able to figure out where those blue jean pants with the rope belt came from.

TMR: It was a better costume that the one Lon wore in the movies where he had a shirt buttoned up to his neck.

JF: In the transformation he's wearing dark pants and he undoes the pants when he's changing and he's got a sleeveless t-shirt. Then when he's fully a wolf he's got a different pair of pants that are fastened up and a shirt that's buttoned to the collar. What we said about the kit having that kind of hill-jack look, we'd just take that and have that kind of Daisy Mae, Ellie May kind of look for the Wolf Girl.

TMR: Are you making a conscious effort to mimic the pose of the original kits?

JF: Yeah. With the Ananka, it's kind of a mirrored pose. Where the Aurora has the rotted hand up to the chest and the one reaching out for your throat, we mirrored that. Ananka is cupping one breast and she's beckoning with the other hand. We took that with Kwazimodo too. It worked with the kneeling



In-progress shots of one of Fairbanx' newest, upcoming releases in their "Monster Mates" line, The Wolf Girl.

and throwing the head back, but where the Hunchback seems rather tortured, she seems like she might be enjoying herself. It's the same with the Wolf Girl. She's got her hands up, but it's a little more coy. She's got her weight shifted a little more, it's like the contra posture. She's got her weight on one foot and one foot is pointed with just the toes touching the base.

TMR: So she's looking a bit more sexy than the original.

JF: I'm still going to have to see what Doug wants on the face. I've sent him a couple of Polaroids. I had done a kind of cutesy-poo kind of face on her, which was done really quick. Jason's design was a howling at the moon kind of face. I tried to give her a kind of Chaneyesque kind of snout and a big underbite. I'm trying to keep it...not so much sexiness. I'm not sure how to describe it.

TMR: That must be a problem to make her a scary monster and still be attractive.

JF: Right. The body's going to be there. It's much like the Kara I did for The Shape Of Things. She's the cat-girl, jungle princess. If you've seen her, some people say she's ugly and others say she's pretty. Really you just have to see a good paint job on it. If it was painted with lighter colors and a softer touch it looked nice if you're painting her more lion or tiger like. One fellow did a really dark look to her and it had an almost "Planet of the Apes" look which was odd from my vision from what we had thought of for the character. That's part of it. It's an original design that somebody can take and make it their own.

TMR: That's one of the big things about figure kits. It's an art, but it's a collaborative art between you as a sculptor and someone else as a builder and painter.

JF: Right. I kind of like that, too. I like seeing when somebody has done something innovative. They've taken the initiative and said, I'm gonna add to this, making the kit one of a kind.

TMR: That's what makes it fun. Are you mainly doing the Mates for Fairbanx?

JF: Right now yeah, but Doug has an idea that he'll be able to run with. One of these B-Queens boyfriends talked to him at the Chiller show last



October. She is Nikki Fritz. Some people are aware of her, but probably the kit will sell on the strength of the piece itself. There will probably be a few Nikki Fritz fans who will say "Yeah that will be cool." Doug wants me to do that, too. I whipped up a little sketch of that and he liked the concept and from what he said I think Nikki did too. After he explained what we were going for, I did a bit more of an elegant, dancily pose a little less of the jumping around that she does in the

beginning of this B flick called Dinosaur Island.

TMR: Back to the Wolf Girl, does she have a really heavy hillbilly influence?

JF: The Wolf Girl is fairly busty and has that Daisy Mae kind of look. She has real short cut offs and that kind of ruffled polka dot top.

TMR: Is she getting the rope belt treatment, too?

JF: She's gonna have a little rope belt. Frank mentioned that in the sketch she didn't look hairy enough, but Doug said, "Two things. It's a really quick sketch and you don't want her to look like big-foot." We talked about giving her about the amount of hair as the Kara. There will be parts like forearms and lower legs that will be quite wolfy, hairy looking. Then it will be light in other places. She's got the kind of sideburn, mutton chop things going on right now. I haven't detailed out the fur yet, I'm still working on the body.

TMR: I've seen a couple of photos of the first two ladies in the series and I'm looking forward to the whole set.

JF: We've talked about basics for others. I did a sketch for a female Frankenstein character. I drew her with the big hands reaching out. But we got to thinking about that and we decided to make her with the palms turned up, wanting to embrace. That will be kind of creepy. Doug said she was kind of scary looking. I gave her a body builder look and a kind of severe face.

TMR: Well, you know Frankenstein already has a bride, maybe this will have to be his mistress.

JF: Or something. We said we don't want to make this "The Bride of Frankenstein" since Aurora already did a Bride. We wanted to make it like the Aurora Frankenstein. They said what do you want to do and I suggested a patchwork girl. The base will be the same kind of long piece with the headstone and the little markers out front. Doug thought we should make them more intricate. Maybe some kind of creature perched atop one. I said, Maybe one of them. If you got the impression that these two graves, the Frankenstein and the Francesca as I called her, maybe were together and the markers got

VILLAGE COMICS



Verotik
DALKIEL
Resin Kit
\$90.00



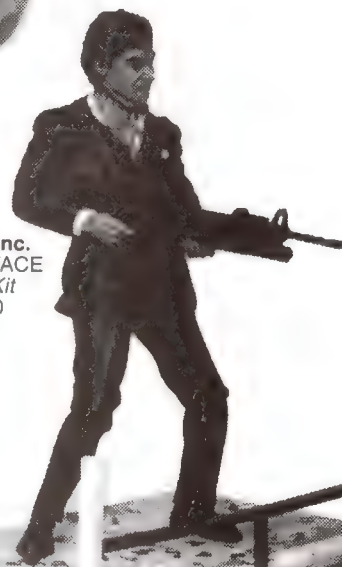
Verotik
SANTANIKA
Resin Kit
\$150.00



TIFFANY
SHEPIS
Resin Kit
\$120.00



Death Inc.
SCARFACE
Resin Kit
\$115.00



ONE STOP SHOPPING!

WE HAVE A HUGE SELECTION OF RESIN, VINYL AND PLASTIC KITS.

Military, Star Trek, Star Wars, Bases and Supplies, etc!

Custom Kit building service available! We also carry a complete selection of Statues, Trades, Sci Fi Books, Prints, T-shirts, Posters, Comics and Trading Cards. **Sorayama & Olivia Books, Prints, Lithos, Posters, and Trading Cards.**



KITS

LOU CHANEY TRIBUTE	Resin Kit	\$185.00
WALRUSCLOPS	Resin Kit	\$175.00
DEATH MAN VAMPIRE	Resin Kit	\$175.00
(KAIYODO) FLY	Resin Kit	\$160.00
BARB WIRE	Resin Kit	\$150.00
FEAR NOT (Spawn)	Resin Kit	\$150.00
JOE YOUNG	Resin Kit	\$140.00
DESPARADO	Resin Kit	\$140.00
THE GHOUL	Resin Kit	\$140.00
TOWER OF LONDON	Resin Kit	\$140.00
SEVENTH SEAL	Resin Kit	\$135.00
ERIC DRAVEN	Resin Kit	\$110.00
JULIE ZOMBIE BITCH	Resin Kit	\$110.00
SEX MACHINE	Resin Kit	\$100.00

RADU	Resin Kit	\$100.00
MOE, LARRY & CURLY	Resin Kit	\$100.00
TAXI DRIVER	Resin Kit	\$95.00
DEMONESS	Resin Kit	\$95.00
HUMPHREY BOGART	Resin Kit	\$90.00
ASSIMILATOR	Resin Kit	\$80.00
THE FLY II	Resin Kit	\$80.00
FLASH GORDON	Resin Kit	\$80.00
HEAT/FREEZE MISER	Resin Kit	\$80.00
LOST IN SPACE ROBOT	Resin Kit	\$68.00
TOXIC AVENGER	Resin Kit	\$65.00
EXORCIST BUST	Resin Kit	\$60.00
FLESH GORDON	Resin Kit	\$60.00
RAPIST ROBOTS	Resin Kit	\$60.00
ZIPPERHEAD	Resin Kit	\$50.00
THE RAVEN	Resin Kit	\$50.00
HUMBLE BUMBLE	Resin Kit	\$50.00
PHAROAH BUST	Resin Kit	\$45.00

BATTLESTAR GALACTICA

CYLON BASE STAR	Plastic Kit	\$22.00
GALACTICA SHIP	Plastic Kit	\$17.00
CYLON RAIDER	Plastic Kit	\$12.75
COLONIAL VIPER	Plastic Kit	\$12.75
STAR WARS	Plastic Kit	\$15.00
MARVEL TOY BIZ		\$11.00 and up

POLAR LIGHTS

THE ADDAMS FAMILY HOUSE	Plastic Kit	\$19.95
BRIDE OF FRANKENSTEIN	Plastic Kit	\$19.95
MUMMY'S CHARIOT	Plastic Kit	\$13.50

VEROTIK KITS

G.O.T.H.	Resin Kit	\$99.95
IGRAT	Resin Kit	\$69.95
VENUS DOMINA	Resin Kit	\$69.00
SANTANIKA 5 1/2"	Resin Kit	\$24.95

SUPER D'S

SANTANIKA	Resin Kit	\$15.00
IGRAT	Resin Kit	\$15.00
DALKIEL	Resin Kit	\$15.00

GIGANTICS DIORAMA

MANTIS	Plastic Kit	\$8.50
TARANTULA	Plastic Kit	\$8.50
SCORPION	Plastic Kit	\$8.50

VISION MODELS

COMMANDANTLEE	Resin Kit	\$225.00
RAQUEL	Resin Kit	\$140.00
STANDING VAMP	Resin Kit	\$135.00

(John Wright)

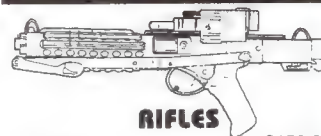
STATUETTE

WITCH BLADE	\$175.00
FRAZETTA PRINCESS	\$175.00
EVIL ERNIE	\$175.00
TERMINATOR JUDGMENT DAY	\$99.95
FLYING HUNTER KILLER	\$89.95
BATTLESTAR GALACTICA	\$89.95
JABBA & LEIA	\$60.00
SHADOWS OF THE EMPIRE	\$60.00

INSTRUCTIONAL VIDEO

MODEL MANIA	
Vol. 1, 2, 3	\$30.00ea.

SCI-FI GUNS AND PROPS



RIFLES

FLAMER	\$150.00
PULSE	\$150.00
PHASED PLASMA	\$150.00

And more, please Ask!

World Wide mail order service.

VILLAGE COMICS

214 Sullivan Street NYC NY 10012
212 777-2770 • Fax 212 475-9727

(Web) <http://www.webwrx.com/VillageComics>
(Email) VillageComics@webwrx.com

OPEN 7 DAYS

Ask about our **exclusive** line of kits.

JUST SOME OF THE COMPANIES WE CARRY.

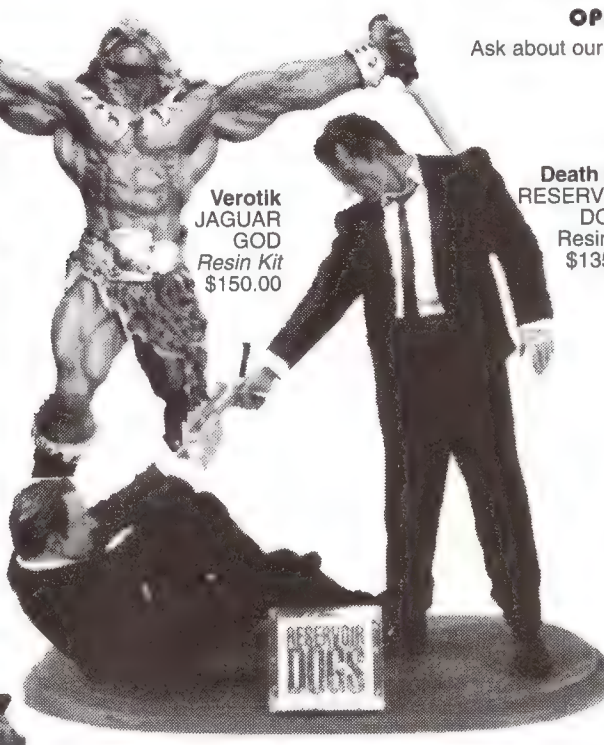
Death Inc.
Screamin
Verotik
Toy Biz
Morphogenesis
Swede Creations
Ertl
Jayco
Horizon
Soldat
Grey Zon
Von Then
Revell
Geometric
Volks
Dark Horse
Monsters in Motion
Applause
Graphitti
Cello Cast
Janus
Fairbanx
Fewarture
Polar Lights
Harris
Glencoe
Lunar
Sideshow
Resinator

CATALOGS AVAILABLE

©1996 VEROTIK Dalkiel ©1996 Jaguar God ©1996 Glenn Dazig ©1997 Santanika



DEBBIE ROCHON
Resin Kit
\$130.00



Verotik
JAGUAR
GOD
Resin Kit
\$150.00

Death Inc.
RESERVOIR
DOGS
Resin Kit
\$135.00



SCREAM
KILLER
Resin Kit
\$150.00

Starship Trooper, Part One

In Oct 95, I first saw Horizon Hobbies' original sculpture, "Windslasher," by noted sculptor/artist, Steve Wang. I received a copy six months later. It was typical of all HH products by that I mean excellent fit of component parts, attention to detail, attractive packaging, affordable price, and the inclusion of a base that complemented the figure. In July of 96, at the IPMS/USA National Convention, I ran across a futuristic 101st Airborne Infantry figure from Fort Duquesne Military Miniatures, yet another company whose reputation was firmly grounded in quality and affordable products. I had heard that the movie was in production and a scene from one of my favorite science fiction books, "Starship Trooper," by Robert A. Heinlein, was planted in my imagination. It took only time to realize that vision.

I am quite sure that many of you have similar visions but assume you lack the wherewithal to actualize that vision. Well, simply put, you are wrong. Follow me and I will show you how I realize my visions. I'll take you into my thought process (not necessarily THE process but it works for me and can serve as a benchmark for your efforts) to demonstrate that all the skills and techniques you need are basic and readily attainable. I'll begin with the "Idea."

Idea

(Self): "This 101st Airborne trooper looks like a space marine to me. Hmm, just like a Starship Trooper. I wonder if I can get some fiber optics into that plasma rifle he's carrying? Nah, too much trouble routing the lines. Maybe I can do some lighting tricks with the camera. Bughunt! That's right! In the book, the protagonist; what the heck is his name; fights these giant spider creatures. Windslasher! I can have this space marine squaring off against Windslasher."

And, that, paraphrased, was what transpired in the few seconds that I was eyeing this 101st Airborne figure at the IPMS/USA Nats. Of course, I had other projects on my plate and this one went on the "to build" list. A couple of months later while reading to my son, I ran across a kid's book about spiders and the idea popped up again. A bit of research and reexamination of Windslasher revealed that spiders are arachnids, eight-legged creatures, while Windslasher (Windy) had only six appendages placing it squarely in the class of "Insecta." "No matter," I thought. I'll either modify Windy or leave it as is. "It looks spiderlike anyway."

As my plate cleared and the day to start Starship Trooper approached, I began thinking about the scene I had in my mind again. I reconsidered lighting problems (and have a possible solution as I write this copy in early Jan 97) on the trooper and tried to imagine how to modify Windy. I began construction on Jan 5 with a



Fort Duquesne Military Miniatures' 101st Spaceborne Trooper features outstanding detail and flawless fit. (Tel: 412.486.1823)

review of my son's spider book and decided that I needed to make Windy less a whimsical figure (the original has that sort of "ninja" look about it...neither good nor bad, just mysterious) into one of horror.

"What scares people about spiders" I asked? Fangs, teeth, hairy eyeballs, "The Incredible Shrinking Man." So, I got out a sheet of paper and began modifying Windy.

Storyboard

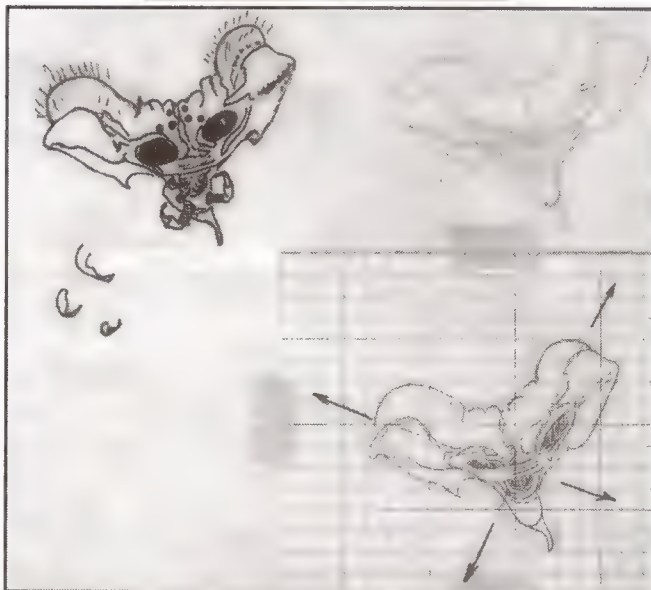
In the movies, every scene begins with an idea in someone's mind and then proceeds to the storyboard stage where an artist attempts to render the idea as a visual image. I'm sure you have seen these drawings in one of those "The Making of..." programs on TV. I do the same thing except that I am no artist...don't have the skill or training. But, as a consequence of some night school electives, I learned the basics of mechanical drawing and put them to use on this and other projects. I have yet to storyboard the whole scene; it's still in my mind. But, I needed to work on Windy so I created some drawings to help me visualize the changes I would make to the figure. On the first day, while reexamining the spider book, I decided (as a matter of convenience) to concentrate my efforts on Windy's "head" by opening the mouth, adding a group of fangs, enlarging the eyes, and adding more spider eyes to the top of the head. Later, I would add some hair but this would require no modification to the basic model.

I laid the head on a piece of graph paper and outlined the piece. I drew reference lines on the paper by extending the line created by the protruding brow and the eye. These were totally arbitrary points dictated by the prominent features of the model. You might do the same on a human figure by outlining the geometric patterns suggested by the features on the face. At any rate, I had the basic outline to which I could easily sketch in the details. I then copied this onto tracing paper a couple of times so that I would have drawings to work with.

In about one-half hour of sketching and resketching, I had the principle features identified. Then came the leap of faith.

Leap of Faith

Windy retails for around \$120. Anytime you decide to modify a model you always have to figure that the worst you can do is screw it up. The question is HOW MUCH can you afford to screw up? I sometimes believe that it's just a matter of skill. I like to fool myself a lot. Beliefs in hand, I began laying out my surgical



Above: Initial pencil trace from the Windslasher head piece (lower rt). Notice the orientation arrows to aid sketching in details. Above are two subsequent pencil tracings with fang details and facial modifications. The upper left trace has been highlighted in ink so you can see it clearly.

Below: I recommend Micro-Mark's modeling chisel, #80893, for removing heavy resin buildups and the Micro File Set, #50323 for removing mold seams. (Micro Mark order line: 1-908-464-6764)



tools...really. Most of what I would do to Windy consisted of grinding and drilling resin. The tools of choice are dictated by the task. I knew I would need "round" tools to cut reliefs and "straight" tools to cut away material. In either case, I used a series of different diameter round dental burs (you can get used ones from your dentist that are still sharp enough for our purposes) to open and detail the mouth and a straight burr (sometimes referred to as a spiral bit) to relieve excess material from the eyes and brow. I cut holes for extra spider eyes and fangs with appropriately sized drill bits. The eyes are fashioned from two-part epoxy putty (I recommend Magic Sculp, WASCO, 1-800-334-8012) and the fangs are fine, stainless steel wire detailed with Magic Sculp.

I also needed a more aggressive pose from Windy which dictated repositioning the sword arm so that it extended over the head as if prepared to strike. HH resin kits feature locating pins of one sort or another, a great feature that aids in repositioning. I placed the arm near its locating hole in the general position I wanted it to be and moved it around a bit to determine the angle of my cuts...eyeball measurement. I needed to ascertain the extent to which the arm must be cut and whether the locating pin needed repositioning. In the end, I rotated the pin about the shoulder about 15 degrees and extended the arm at the elbow by 40 degrees.

Making the necessary cuts is a simple procedure. Cut the locating pin with a razor saw; trim the edges so that they are smooth; CA the pin into its new location; reinforce the joint with .030" brass rod. Cutting the arm is a bit more involved. I made a series of (very) closely-spaced, small diameter (#79) drill holes into the exoskeletal "panel lines" surrounding the elbow. I gently bent the arm pieces until the piece broke at the joint. The elbow joint needed some trimming and support holes for subsequent reassembly. A piece of .030" brass rod provided the necessary support and CA applied in a series of individual drops and covered with baking soda filled the joint. Again, a dental burr mounted in my trusty Dremel tool replaced the exoskeletal detail by following the original lines. A little sanding to smooth the surface completed the operation.



Above: The "mouth" has been detailed with a round dental burr. Note the ridge detail that extends down the throat. Also, the 'eyes' have been relieved and holes drilled to hold new bug eyes. The holes around the 'lip' will receive SS wire fangs.



Additional holes drilled in the top of the head for more spider eyes.

Looking at the photos one might wonder how your fearless author accomplishes this modeling feat requiring the visual acuity of an eagle. At the ripe age of 44, he relies heavily on the Optivisor, a magnification headpiece that, when worn, gives one the appearance of a bug-eyed geek (take note...no picture of the author wearing the godawful thing). Oh well, such are the trials and tribulations of modeling.

Details, Details

Once I completed the modifications to the arm, I returned to the head to finish the fang detail. I merely cut some .030 dia stainless steel wire and bent it to the shape I had created in my

drawings. Before bending, I chucked each piece of wire in my Dremel tool and turned each end to a fine point by pressing the spinning wire onto 400 grit sandpaper until the point was sharp enough to suit my tastes.

One by one, I inserted the bent wire into the face and CAed the wire in place. As each piece of wire was inserted I attached a small glob of epoxy putty to the wire and shaped it according to my drawing. I happen to have a set of dental picks and scrapes which do a fine job of shaping. You can do as well with X-Acto™ blades, ceramic tools or even homemade tools from popsicle sticks. In the end I left the sharpened points of the SS wire exposed, reminiscent of those metallic-looking teeth on the Alien creature.

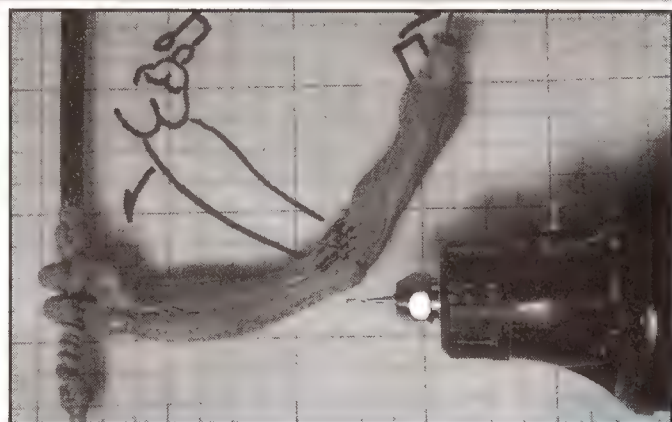
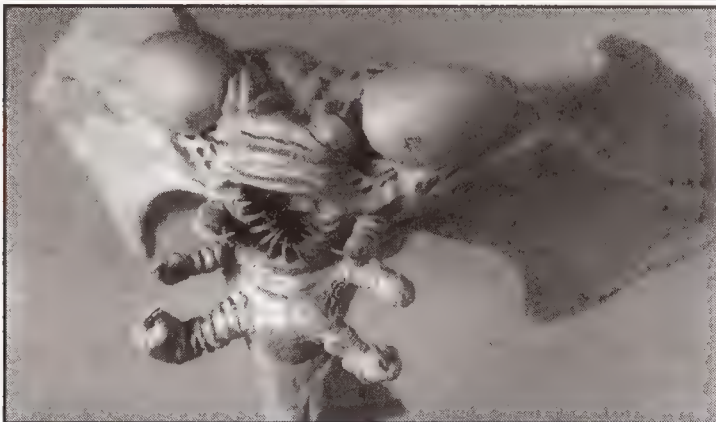
I spent some additional time reinforcing leg pins with brass wire as resin breaks easily. The whole thing took about 10-15 hours of work...and there it sat. I had come to a brick wall; my own personal Moby Dick. Painting! I face this dilemma each time I paint a fantasy figure or a dinosaur. You see, I was "schooled" as a military modeler (I'm a retired USAF flyer to boot) which requires little more than published military paint standards and the correct shade of paint to finish a model tank, ship or airplane. Fantasy figures require...can I even pen the words...*Imagination, Intuition!* It is now 11 March and the model has sat for weeks while I ruminate over what colors to paint the thing.

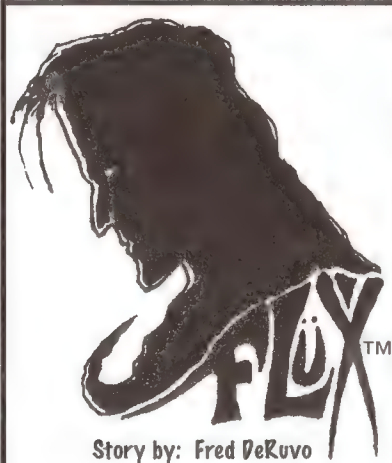
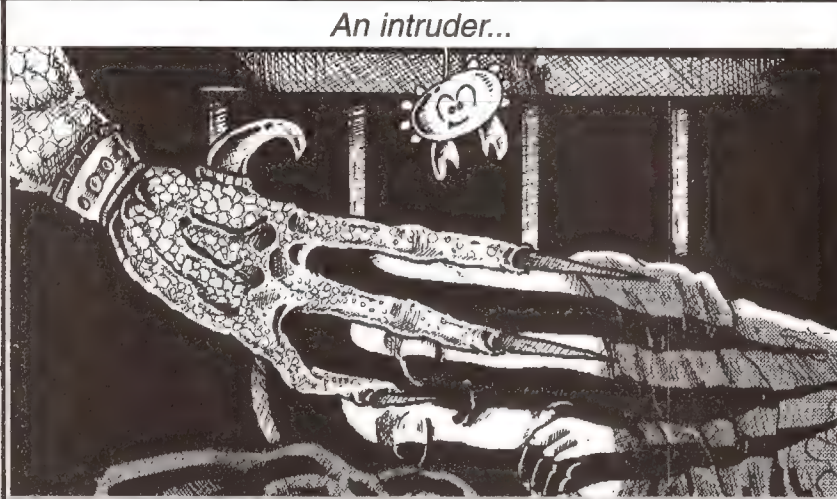
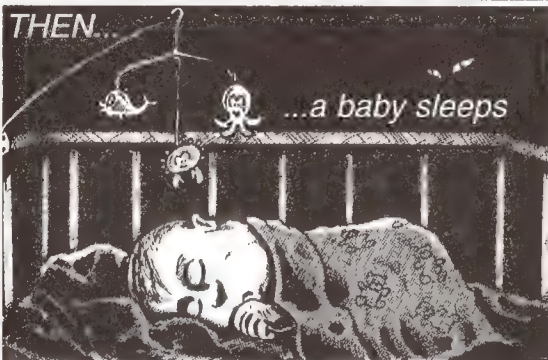
Mea Culpa, Mea Maxi Culpa

Be patient, please. In my next installment, I will demonstrate how I managed to derive the color scheme and the techniques I used to do so. I think you will find my solution unique to say the least. In subsequent installments, I will demonstrate the techniques I use to light the models, create details, and build the diorama from cardboard. With your indulgence, I will attempt to do so in excruciating detail so that anyone can replicate the techniques. Till then, have some fun building your models as that's what it's really about.

Best Regards! Chuck

Lower Left: Epoxy putty forms the eyes with the crevasses to be filled by "hair" later. The fangs have been added and simply faired into the kit head with a dental pick and artist's brush dampened with water. **Lower Right:** The original sword arm position as provided in the kit is outlined on the graph paper. The dark outlines on the newly positioned elbow joint are the skin details that were scribed into the rebuilt CA/baking soda joint with a straight dental burr.



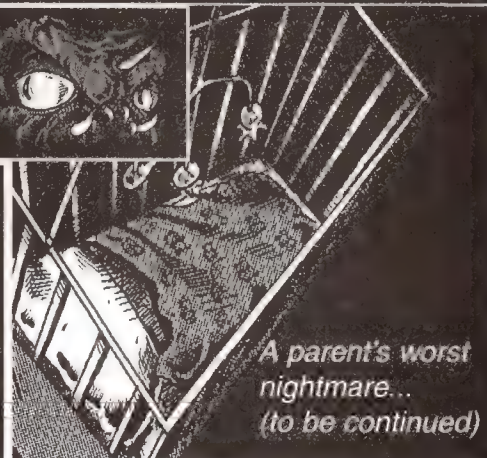
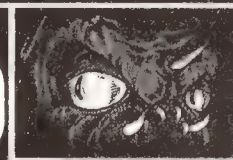


Story by: Fred DeRuvo
Artwork by: Jonesy
Character by: F. DeRuvo & R. Jones

Flux and all related characters © 1997
The Modeler's Resource; All rights reserved.

Honey, I think I heard a noise from Richard's room.

It's nothing. Just your imagination. Go back to sleep.



Okay, listen up! Back, by popular demand, the all new, incredibly detailed, T-shirt of The Modeler's Resource!! Shirt is 50/50 black T with white logo. These are ready now so get 'em while they're hot! Sizes: L, X-L or XX-L

copying this coupon is permissible



Paying by credit card? On a separate paper, (or the back of this form xeroxed) fill out the information (card number & expiration date) include your address and mail or fax it to us! Don't forget your signature!

CA residents add 7.75% State Sales Tax



☐ Large ~ \$14 ☐ X-Large ~ \$14 ☐ XX-Large ~ \$15

Prices include shipping/handling within Continental U.S.A.

Outside U.S.A. please add \$3.00. Send check or money order (drawn on a U.S. bank, in U.S. funds) to:

The Modeler's Resource
1141 Holly Avenue • Clovis • CA • 93611-6210
Tel: 209.322.9854 • Fax: 209.322.9053

ALSO!

Remember last issue's cover? Well, we decided to find out if there is any interest in having a

Black T-shirt with Issue #15's cover on the front in **full color**. If you'd like to purchase one of these T's, then please drop us an e-mail, fax or snail mail and say "Yeah, I want to reserve one!" If we get enough interest, we'll get some made up and notify you so that you can remit payment. If not, we won't. Some things in life are simple! Nothing ventured, nothing gained. Cost of these limited shirts will be approximately \$18 - \$20 each. **Send no money now!** Just let us know if you want one reserved for you. Thanks and we'll let you know.





IMPROVE YOUR MODELING SKILLS... THROUGH IPMS/USA

"By Modelers, For Modelers"



Membership includes an annual, 6 issue, subscription to the IPMS/USA Journal, and much more.

YES! Enroll me now in IPMS/USA.

I enclosed \$_____ for a one year membership in IPMS/USA. I understand this membership includes a subscription to the IPMS/USA Journal.

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

Signature _____
(required by Post Office)

TYPES OF MEMBERSHIP: (check the one that applies)

____ Adult \$19 ____ Junior \$9 (17 yrs & under)

____ Canada and Mexico \$25 (I.M.O. or Bank Draft only)

____ Other Foreign \$28 (I.M.O. or Bank Draft only)

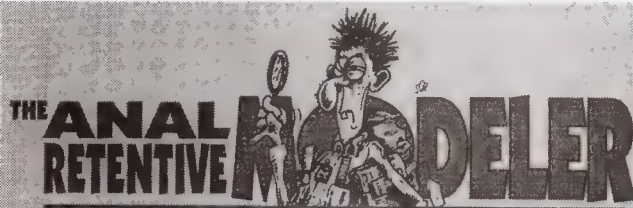
Mail to:

IPMS/USA MR

P.O. Box 6138

Warner Robins, GA 31095-6138

Make checks or money orders payable to IPMS/USA
- DO NOT SEND CASH -



by Jonesy



JONESY

Sick to the eyeballs with all the inferior models on the market, the Anal-Retentive Modeler purchased a bag of clay and sculpted his own best seller - *The Blob*.

"AURORA KITS ON STEROIDS!" - Terry Webb

BUY ONE AND YOU'LL
WANT THEM ALL!



Boris Karloff

TOWER OF LONDON

\$140.00 plus \$7.00 S/H

Boris Karloff

THE GHOUL

\$140.00 plus \$7.00 S/H

All four resin model kits are 1/6 scale and come with full color box art and detailed instruction sheets. Janus Company now accepts all major credit cards! For credit card orders, call (713) 271-5570 or send a check or money order to the address listed at the right. Credit card and money order purchases will be shipped within two working days. Personal checks require 10 business days to clear before shipping. Canadian purchaser's should add 10% to the base price of each kit ordered. All payments must in US funds payable from a US bank.

Lon Chaney's HUNCHBACK
~Limited Resin Edition of
300~

S/N by Jeff Yagher
\$140.00 plus \$9.00 S&H
"Also Available in Vinyl"
Call for Price

SEND \$1.00 FOR CATALOG.
PRICE OF CATALOG IS
REFUNDABLE WITH PURCHASE



Lon Chaney

The Man of a Thousand Faces
\$185.00 plus \$9.00 S/H

ORDER BY PHONE
(713)271-5570



NEW!



Now in Vinyl
\$79.95 (plus \$5 s/h)

JANUS

PO Box 710928
Houston, TX 77271

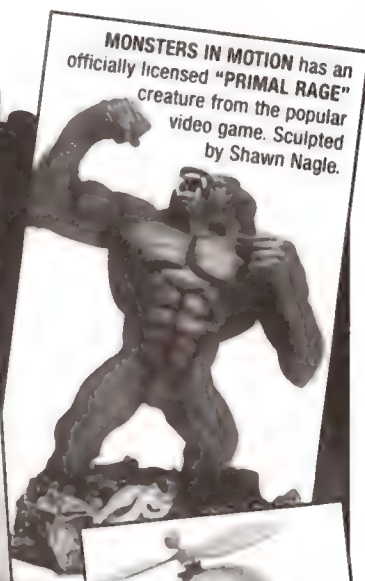
STRANGE NEW L.A. THINGS!

SCOPING OUT COOL NEW
STUFF YOU MAY HAVE MISSED!

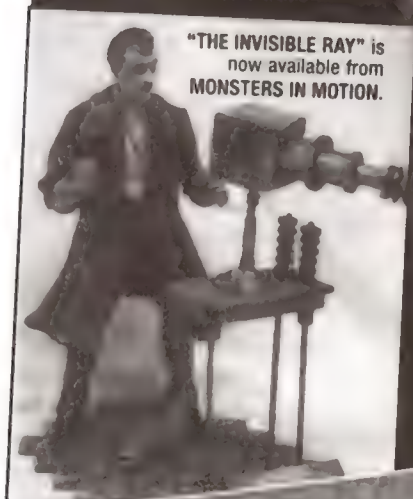
by Bill Craft



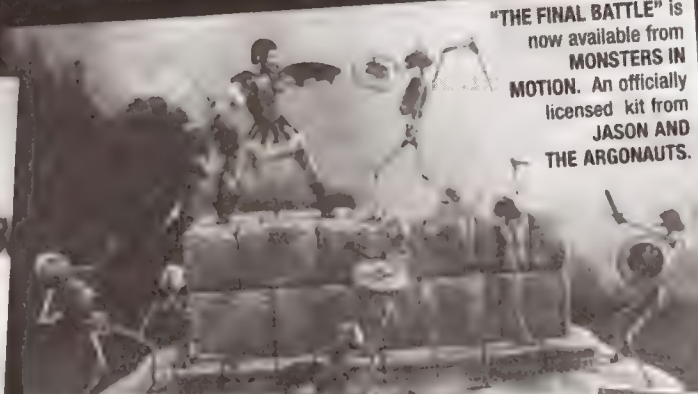
The brothers of mischief "THE HEAT MISER & COLD MISER." A 2 figure kit on a single base.



MONSTERS IN MOTION has an officially licensed "PRIMAL RAGE" creature from the popular video game. Sculpted by Shawn Nagle.



"THE INVISIBLE RAY" is now available from MONSTERS IN MOTION.



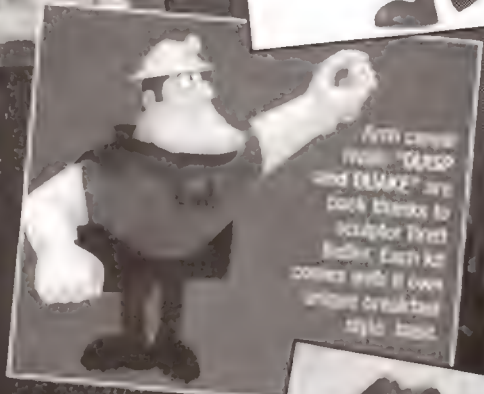
"THE FINAL BATTLE" is now available from MONSTERS IN MOTION. An officially licensed kit from JASON AND THE ARGONAUTS.



From sculptor Pat Delaney and Tom Gilliland comes "THE OPERATION." An officially licensed kit through MONSTERS IN MOTION.



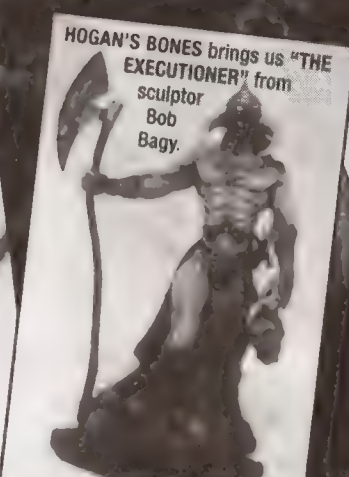
From MONSTER SHOP in Japan comes "VINCENT."



With cameos from "GODS AND DEMONS" are pack themes to sculptor David Butler. Each kit comes with its own unique break-out style base.



A must have for all ALIEN fans is "THE ALIEN WARRIOR" from Japan's REAL.



HOGAN'S BONES brings us "THE EXECUTIONER" from sculptor Bob Bagy.



From CREATURE FEATURES comes 3 more busts from sculptor Kase Goto. "MANFISH", "WEREWOLF" & "ALIEN-TYPE A" as well as a small 1 piece figure titled "SLEEPING DRAGON."



For Kit Availability and Prices contact:
CREATURE FEATURES (818) 842 9383 • KIT KRAFT (818) 984-0780
MONSTERS IN MOTION (714) 577-8863



AOSHIMA IDEON SERIES
@ US\$4.99





DOYUSHA 1/288 MOONRAKER SERIES @ US\$28.99



TSUKUDA HOBBY 'NAUSICCA' SERIES N 2 @ US\$13.99



DRAGON / HASEGAWA MULTIFORM SERIES
@ US\$7.99





BANDAI 1/1500 SPACE SHIP YAMATO 2520
@ US\$20.99



AOSHIMA 1/43 BATMOBILE
MOTORIZED, SNAP KIT @ US\$11.99

AOSHIMA 'IDEON' PLASTIC MODEL KITS

- | | | | |
|---------------------|------------|--------------------------|------------|
| 1. 1/600 ADIGO | @ US\$4.99 | 10. 1/1700 ZAMZALUB | @ US\$4.99 |
| 2. 1/610 DOGMACK | @ US\$4.99 | 11. 1/30 KARARA | @ US\$4.99 |
| 3. 1/1550 GULBOGICK | @ US\$4.99 | 12. 1/30 GATTUKA SOLDIER | @ US\$4.99 |
| 4. 1/1200 GUNGALUB | @ US\$4.99 | 13. 1/50 JOHNG | @ US\$4.99 |
| 5. 1/760 JIGMACK | @ US\$4.99 | 14. 1/20000 BILARUGIN | @ US\$4.99 |
| 6. 1/350 ADIGO | @ US\$4.99 | 15. 1/810 IDEON | @ US\$4.99 |
| 7. 1/830 LOGMACK | @ US\$4.99 | 16. N.A. | |
| 8. 1/1300 GIDMACK | @ US\$4.99 | 17. 1/550 GILANGDON | @ US\$4.99 |
| 9. 1/1100 ABUZNOL | @ US\$4.99 | | |

ALL PURCHASES ARE POST-FREE,

WORLDWIDE

CALL OR WRITE TO US

FOR OTHER RANGE AVAILABLE

FROM

MINIATURE HOBBY

fax 65 336 0925

sole agent for



COMING SOON !

Super Deformed ID4 Alien Attacker Spacecraft. Full Resin Kit. Available in late January

All purchases to be made payable by bankdraft or IMO in US Dollars to : **MINIATURE HOBBY**

6 Raffles Boulevard #03-201 Marina Square
Singapore 039594

Castles from the Homeland

~Keith High, says he's "...a crazy, Englishman who likes playing with a bucket of mortar to create miniature castles from home."

by Fred DeRuvo



As a boy, Keith called places like Wotton-Under-Edge, Borton-on-the-Water, and Upper and Lower Slaughter home.

After doing this magazine for our 4th year now, it's been absolutely great to meet the folks we've had the privilege to get to know via phone and mail. A number of good friends that we've come to know are situated in England; Jonesy, Mad Dog and others. Even though I've never visited England, there are parts of it that I just simply want to see and enjoy with my family.

Keith High is from England and now lives in Fresno. Even though he's vague on some of the names, he remembers vividly how the villages of England looked for him as a child.

If you're one of those modelers who is into dioramas and vignettes, then Keith High's backyard just may be of interest to you.

As a child, Keith lived in London, until he became 21. As an adult, he moved to Gloucester. He built models too, mainly planes and boats. In fact, as he became an adult, he tended to do many scratch-building efforts, one in particular involved a remote control launch that was over 7 feet long.

In 1976, Keith moved to the Central Valley of California. He and his wife, Kathy, currently occupy a corner of South Fresno, in a mobile home park, where, for a living, he operates a carpet cleaning business.

It's incredible, though, that many of us modelers are never too far removed from our modeling roots. On a whim, roughly

five years ago, he started his project of backyard castles and cottages. Most of the structures are 10 to 11 inches tall, 13 to 15 inches long and 8 or 9 inches deep. A few of the lighthouses are 3 feet tall.

Cottages and houses are placed along meandering streets and sidewalks (all handbuilt by Keith as well), which, he says, "Is realistic of England. In England, it's ickledly-pickledly - cottages here and there."

Keith uses resin figures to add realism to his huge, every-growing diorama. He's also wired the village so that each structure and the tiny street lamps can be illuminated. Keith has also sprinkled his village with "snow" during the winter months and also has the ability to make it rain. All-in-all, the entire village is literally a work of on-going art.

But how does Keith perform his miracle of creating merry old England in his backyard? High starts with hardware mesh which he cuts and bends into the shape he's after. He fills each shape with cardboard (made from empty beer boxes) and foam to hold the shape as he prepares to apply the mortar. To this frame he attaches removable window pieces which, essentially, hold the shape of the windows or doors.

Then, he mixes the mortar in a bucket and covers the structure with the mixture. He scores the roof mortar to resemble tile or a thatched roof. When the building is dry, he removes the window and

Miniature villages, like this one being enjoyed by Keith's son, in England, always held a certain fascination for Keith.

The entire process begins with a cardboard box, some wire mesh, door and window patterns and mortar!





Above left: *One of the door patterns for an upcoming Vicar's cottage.*

Above middle: *Applying the mortar.*

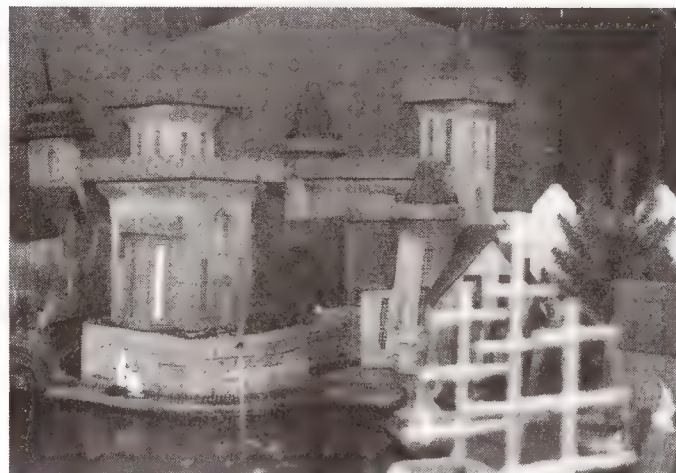
door patterns, then paints it.

This may seem elementary to all of us, but for Keith, what is easy for the average person, becomes painstaking in many ways, as he only has his right hand to work with. A number of years ago, Keith lost the use of the fingers in his left hand in a saw accident. Though the fingers were sewn on, he never regained use of them.

Keith estimates that it takes 20 to 40 hours to build a cottage and 15 to 20 hours for a lighthouse. The lone castle in the yard took about 100 hours.

Keith relates, "When I got the idea, it was just going to be a little corner thing. As I got into it, it just grew and grew. I have a lot of fun with it." Keith finds himself going off into a little world of his own when he's working on it.

Like models for many of us, Keith's cottages take him back in time to his boyhood memories.

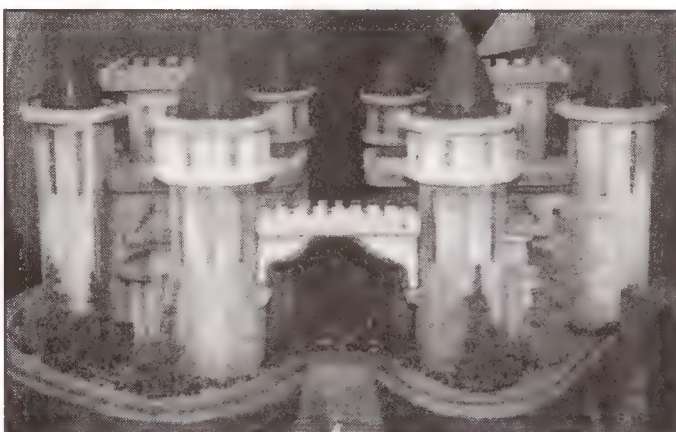
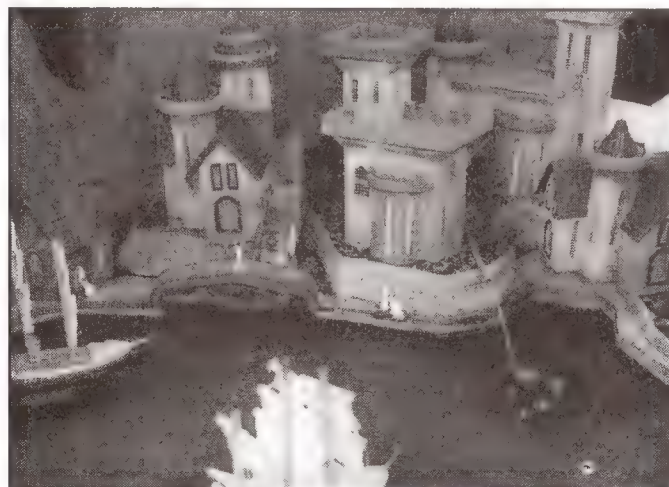


The long and winding road (left) that meanders through Keith High's backyard, from cottage to cottage.

Below: *drawbridges, moats and castles dot Keith's backyard landscape.*

Care to write Keith or purchase a cottage?

Keith High
c/o Keith's Kottages
3147 West Olive Avenue
Fresno, CA 93722



Animé My Way

with Jerry Buchanan of Tom & Jerry Studio



An example of Project A-ko comic book art.

Most animé kits are like puzzles. You have to decide on a plan of attack and develop a strategy to make everything fall into place. For example, do you build the whole kit first and then paint it or do you build sub-assemblies, paint those, and then assemble the kit? It really depends on the model and your personal preference. Some purists insist that you build the entire kit first and then paint it. This is all fine and dandy but some areas just cannot be painted when the kit is totally assembled. Have you ever glued something together and then had to break it apart later because you just could not paint it attached to the kit? I like to take the easiest route possible which sometimes means building and painting a bunch of subassemblies and gluing everything together in the end.

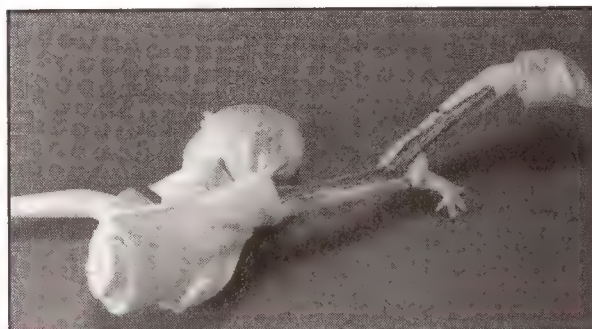
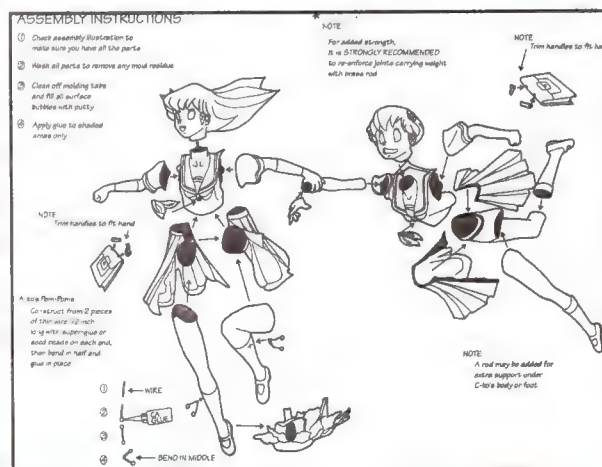
The anime kit I will be building this time around is called *The Mad Dash* sculpted by John Hayes and produced by **New Type Hobbies**. This is a really dynamic 1/8 scale kit centering around two schoolgirls from the popular anime series, **Project A-Ko** whose title is borrowed from Jackie Chan's movie, **PROJECT A**. It depicts a freeze-frame of A-Ko's mad dash to school with C-Ko in tow. I do not know the origin of their names but A-Ko's superhuman strength and her ability to 'run faster than a speeding bullet' are hinted at toward the end of the first movie. You are probably wondering if there is a B-Ko that fits into this naming scheme and there is. She is the rich, super-intelligent, spoiled-rotten girl who will stop at nothing to win the affections of cutsey C-Ko and knock A-Ko completely out of the picture.

The first thing I noticed when I opened the unusually small box was a bunch of resin parts

that were exceptionally well cast and a clear, easy-to-understand instruction sheet. Because of the nature of this kit, you **MUST** pin pieces together which means this is a kit for the modeler who has some resin kit building experience under his/her belt. My only complaint is that they should have cast A-Ko's right leg and the piece consisting of A-Ko's arm and C-Ko's arm in white metal! This would be a strong enough material to support the tremendous weight placed on these pieces. If you do not reinforce these resin pieces with some kind of metal 'armature' then C-Ko's legs will be dragging the ground in no time.

After pulling my hair out trying to figure out how to reinforce the arms, I decided to use my dremel tool to dig a channel out of the backside of their arms and insert a piece of brass rod that extended past C-Ko's arm so that it could be anchored to her body. After gluing the rod in place with five minute epoxy, I used Milliput to fill in the channel, thus concealing the rod. Not a fun job considering the complex angles the brass rod has to be bent into in order to fit into this

kits, they just chopped the heads off at the necks. The problem here is that you do not have much room for puttying and sanding. All other seams were pretty much hidden except for the dress pieces. The



The arms are reinforced with brass rods. The rod is then covered with Milliput™



Subassemblies with first three colors.

arm piece. I achieved the angles by bending the rod with two pairs of pliers. I would then test fit the rod and bend some more. Another fun job was filling the seams around their necks. You can tell when these sculptures were turned into

seams around their arms can remain because their school uniforms are supposed to have seams there.

As for the overall look of this kit, it looked very much like the video box art with subtle differences. For instance, in the boxart, A-Ko's mouth is closed and on the kit it is open. To me, the kit does not accurately represent her hair, but I do not know if the kit was based entirely on the boxart. Also, on the boxart, she isn't holding a briefcase. This kit is sculpted with her right arm at a funny angle holding a briefcase. I thought it looked strange, so I decided to bring the arm forward and drop the briefcase. I made a tiny 'V' cut in the front fold of her right arm and heated it with a hot-air gun until the resin was flexible. The 'V' cut removes a wedge of resin so that her arm can easily be bent. I then put a drop of superglue into the cut and bent her arm forward until the gap closed. I finally sprayed the glue with kicker (liquid that causes CA glue to dry instantly) to set the arm in place. I chopped her right hand off at the wristband and took about a quarter of an inch off the length because her wrist looked too long. When I glued her hand back on, I twisted it almost ninety degrees so that her hand would be in a more natural position without the palm facing downward. I opted not to put the briefcase in her hand because it would now be in front of her and distract from the kit.

I washed all parts with dishwashing detergent in order to remove mold release residue and any resin dust left over from sanding. Make sure your kits are clean and dust-free before priming because the primer will show any



Lower torso assemblies showing seams created by dress halves (above).

C-ko & A-ko facial details (right)

imperfections. I decided to assemble C-Ko in two sections with her two dress halves separate and her right arm unattached. A-Ko's upper body was completely assembled and her left leg was attached to her left dress half. After letting the primer cure overnight, they were ready to be painted.

While looking for color references in magazines and the internet, I noticed that the school uniforms were presented in varying shades of blue. Even C-Ko's hair is red on the video box which is totally wrong! I decided that it was best to watch the animé again and base my colors on what I saw. In order to minimize the work and reduce any painting-related headaches, I decided to spray the colors in this order - skintones first, white second, blue third, red fourth, and



was painted white and the irises were painted black and placed according to the instructions and box art. A-Ko's irises were then painted a red-brown color with exaggerated black and white highlights. C-Ko's were painted in similar fashion with her eyes being green. Their shoes were painted black, teeth white, etc... The small base of smashed up pavement was the easiest thing to paint. It was spray-painted white and given a wash of black. I used a paper towel to blot the excess wash off and make interesting stone patterns in the pavement.

Now it was time to bring the sub-assemblies together and make larger sub-assemblies! A-Ko's right leg was attached to the right dress half with 5-minute epoxy and a hefty pin of brass rod. This leg was also drilled from the foot up to her knee in order to pin her to the base with brass rod. The two dress halves were then glued together and all seams were filled with putty. I touched the seams up by brush painting blue and white on the areas. C-Ko's dress halves were glued to her torso and then the upper and lower body halves were joined making a complete figure. A-Ko was attached to the base and C-Ko was attached to her arm and tada! Can we say dynamic? This kit looks as though it is going to spring off the table. Actually, it wanted to spring off the table because the figures made this kit top-heavy. To remedy this problem, I simply glued the base to a larger, wooden plaque. C-Ko should be perfectly horizontal when this kit is properly assembled.

Some of these animé kits require that you not jump in and start gluing as soon as you open the box. Make up a game plan and execute it. If you hit some snags along the way, regroup and adjust accordingly. Most of the time, if I paint the same kit again, it will take me even less time to complete because I learned from my mistakes the first time around. The Mad Dash is a kit that should be thought about in advance but when it is finished you have a piece of art that defies gravity. So make a mad dash yourself and get this kit!

I would like to thank New Type Hobbies and Toys for giving me the opportunity to build and paint this wonderful kit. They also provided the Stevia and Karen kit in the last issue. For more info, see their ad in this issue.

Sidenote: If you ever use photo-floods when taking pictures of your kits, be very careful. A photo-flood is just a fancy lightbulb that simulates natural sunlight. While shooting film for this article, one of the bulbs started to make an erratic buzzing sound. I thought nothing of it and continued to snap photographs. A few seconds later the bulb blew up sending shards of glass everywhere and my ear into a ringing frenzy. The pieces of glass were so hot that they melted the carpet where they landed. I am just thankful that I did not have my arm in front of the bulb when it blew. So you can you add this to your list of hobby hazards. Be careful.

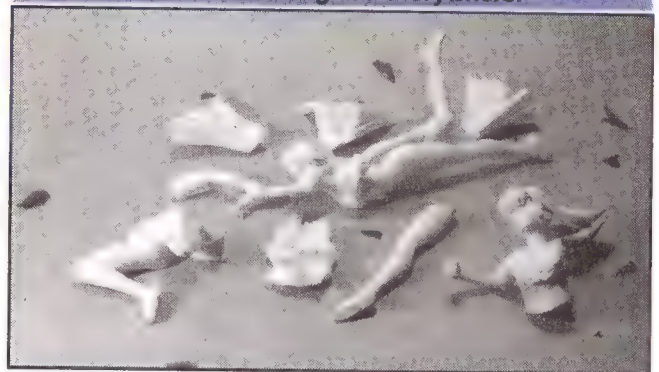


finally yellow for C-Ko's hair. Each step will consist of masking, airbrushing, touch-up painting with a brush, and sealing. Using this technique, you will go through more sealer and latex, but the results are worth it.

After mixing up a pleasing shade of skin color, I sprayed both kits and sealed them. My choice for the next color was determined by thinking ahead. Would it be easier to paint lighter colors on top of darker ones, or vice-versa? I decided to go with the lighter color (white) first because touchup work would be easier. These acrylic paints also have a translucent quality so the white would make a good undercoat and make the other colors brighter. After masking off all skin areas with liquid latex, I sprayed everything white - uniforms, socks, and hair. I peeled off the mask, touched up any rough edges with white paint, and sealed the kit again. I then masked off all areas that were not going to be blue - skirts, shirts, hair, skin, and even the white line that goes around each collar because brush painting white on blue is a tedious job. After spraying all my target areas blue, I peeled off the mask, touched up any imperfections caused by lifting the mask, and sealed the kit. I repeated these steps for A-Ko's hair and their scarves by painting them red. Lastly, I painted C-Ko's hair yellow with subtle orange shadows in the creases.

With the hard part over, it was time to do all detail work. Each eye

Blue shards of glass everywhere!



For the kits listed in the issue's Animé My Way (as well as last issue's), please contact the following:

New Type Hobbies & Toys

1414 - 9th Avenue

San Francisco, CA 94122

Tel: 415.731.3077 • Fax: 415.731.8813

Coming At You!



~The latest, up-to-the-deadline new "stuff" information!~

Prices are listed wherever possible to provide you with some idea of what you should be paying for the items listed.

If you're purchasing from another source (not listed here) with a huge price difference, it could be a recast - buyer beware.

As always, it's best to check with the dealer/manufacturer for the latest pricing information and purchase outlets.



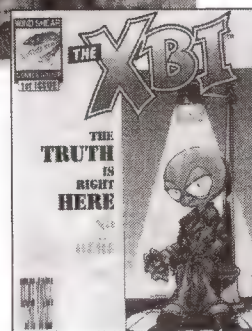
Here's the latest kit from the folks at Reznhedz, *Frankenstein's Creature*. Cost of the kit is \$125 and if you'd like to order one, please contact them at: **Reznhedz • 3373 Beacon, #6 • North Chicago, IL 60064 Tel: 847.473.1821**



JD's latest resin kit, *The Werewolf & Victim*, available in 1:6 scale. Kit comes in either kit form or painted/part assembled. This kit is not for the squeamish! If you are, the centre piece is free standing. Priced at £69.99 w/postage/packing free in the U.K. Available from: **Eden Products, PO Box 152, Peterborough, PE3 9XP Tel: 07050 556677 Fax: 01733 702231 e-mail: edenmk@aol.com**



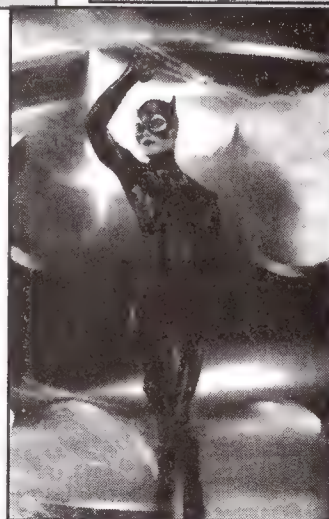
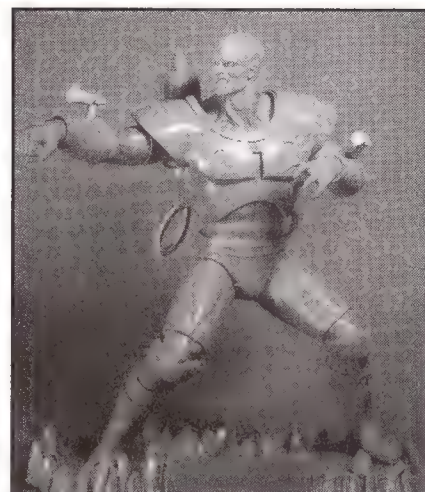
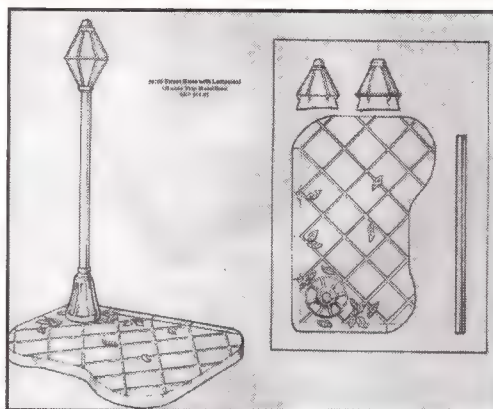
Here are two new kits from the folks at Python Press. On the left is the new Bond kit, which comes with what you see here, is 10" tall off base and retails for \$100 plus s/h. The next kit is of everyone's favorite house pet, Spot. The door on stairway actually opens and comes with a cloth for the rug. Spot is 14" tall. To order, contact: **Python Press, 1475 A 68th Street, North Bergen, NJ 07047 Tel: 201.869.7138**



Robyn Hood is the first in a series of female models in role reversals of a male legend. She is 1:6 scale, with four resin parts and twelve pewter parts. The suggested retail is \$110.00 plus s/h.

If you'd like more information on this kit or their original **XBI** (cover art shown above), please contact:

Wind Shear Studios, c/o Matt McWhirt • 4719 Madison Ave • Anderson, IN • 46013



model kit series, but can be used with other models and toys as well. Easy-to-assemble, this vinyl kit can be modified to create a working street lamp (however, light bulb and wiring are not included); Next up is an in-progress shot of the new Mr. Freeze kit. This kit, in 1:8 scale, at 9 1/4" tall, Solid Model Kit should be ready by June and has a suggested retail price of \$125.00. This frosty Batman villain features a base with icy stalagmites and a logo nameplate. Finally, from *Batman Returns*, the Bat and the Cat are back! Due to popular demand, Horizon will bring back two of its most popular kits from the hit movie *Batman Returns*: Batman (Michael Keaton) and Catwoman (Michelle Pfeiffer). Both kits will now be produced in the USA from new molds cast from the original sculptures by Steve Wang and Taishiro Kiya. Available this summer. Items sold separately.



From **Horizon** comes a number of high profile kits that Bat-fans especially will want to grab for their collection. First up, a drawing of what the upcoming Batgirl kit will probably look like; we'll also see Two-Face as in the drawing shown, complete with base and goodies; the new Street Base with Lamppost is scheduled for 1:8 scale vinyl production and is designed for the 1:8 scale Batman



Arne Jerde has sculpted an original figure named *Grim*, a fantasy warrior capable of taking on any kit in your collection! Kit is cast in four pieces, including base. At 1:6 scale, it stands over 14 1/2 inches. Price is \$115.00 postpaid. Contact: **Arne Jerde** at **3015 Eastern Ave, #39, Sacramento, CA 95821** Tel: 916.483.0990

The Folks at F•A•O Schwarz usually have a ton to offer and their spring catalog is no exception. Filled with a smorgasbord of Star Wars related items (non-models), from everything to light sabers, to maquettes of Chewbacca, Locutus Borg, sculptures and all the rest. Get ready to spend some bucks but for the stuff that they sell, you know it's high quality. Contact them at: **1.800.441.7441** to receive your own catalog.



Revell-Monogram is hitting the streets with some long awaited and highly sought after kits for you.

First up, the ProModeler release of **The Kothoga creature** (Relic) in vinyl. Sculpted by T. Holter Bruckner, the kit captures the cat-like movements and highlights the creature's reptilian and mammalian qualities with fine surface texture. Also features the creature's spider-like mouth and razor sharp teeth. Ships in June with a SRP of \$31.75

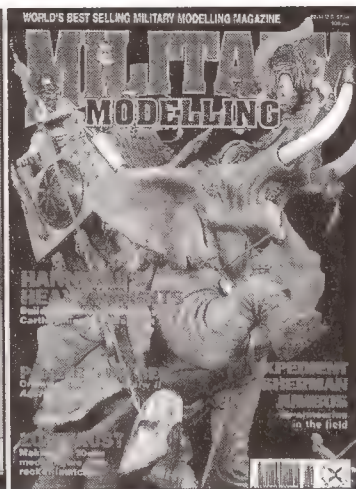
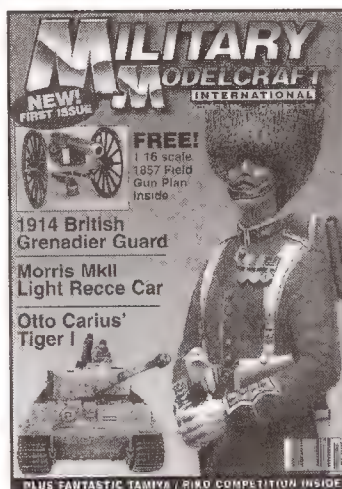
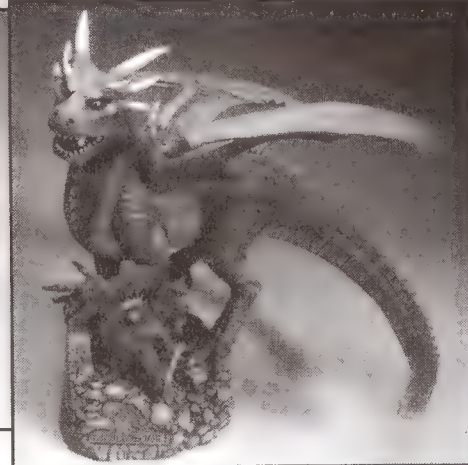
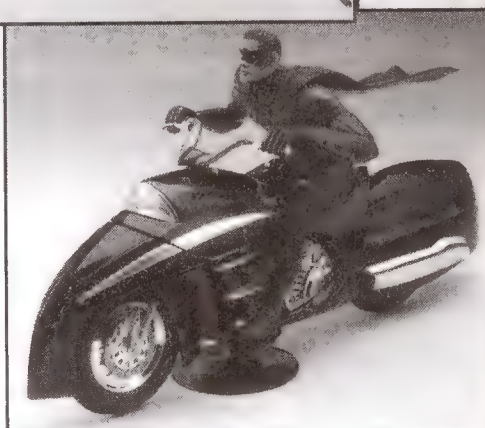
Next up are two vehicular kits based on the upcoming **Batman & Robin** movie. First, the all-new **Batmobile™** is a single seater and includes brightly chromed engine and two bat wings. Kit finishes at 13 3/16 inches in length and includes a **Batman** figure positioned in the driver's seat.

Robin's Redbird cycle also will be released in 1:12 scale and also includes highly realistic Robin figure.

Finally, the long awaited **Draco** vinyl kit based on **Dragonheart**. Sculpted by John Dennett, Draco is 12" long with a completed height of 13.5 inches. Also included is Draco's companion, Bowen and castle display base. Ships in June with a SRP of \$42.25.

More models to keep us happy! It works for us.

More "Coming At You!"



• **Military Modelcraft International** is something we just found out about at the recent SCAHMS show. It's been around since October of 1996 (shown cover) and covers a great deal of modeling. There is a step-by-step painting guide to the British Grenadier by Paul J. Glover; and a number of other figure

as well as vehicular type modeling articles, all with a great deal of detail.

• **Military Modeling** touts itself as the World's Best Selling Military Modeling Magazine and may very well be, but who knows? At any rate, the photo on the cover is of an actual model kit (Andrea Miniature's Carthaginian War Elephant) which retails for over \$300. I saw this at the recent SCAHMS show and someone actually purchased it! For those who don't know, the Carthaginians did actually use elephants during the wars and often came out the victor (is it any wonder?). Other articles include painting Poste Militaire's Japanese Ashigaru kit and a ton of other stuff. Both this magazine and the one above are replete with many full color photos and both have a good mix of vehicular and figure military related articles.

continued next page

More "NewsStand"

• **DRONE #28** is once again on the cutting edge with many things that'll suit your interests: Fantasy Females & Deadly Weapons, The Three Ghouls, U.S.S. Saratoga, Rap Attack!, Captain Sadness, Predette 2, The Crow, Shadair AEFG-EBF, The D-Men Return and all the rest!

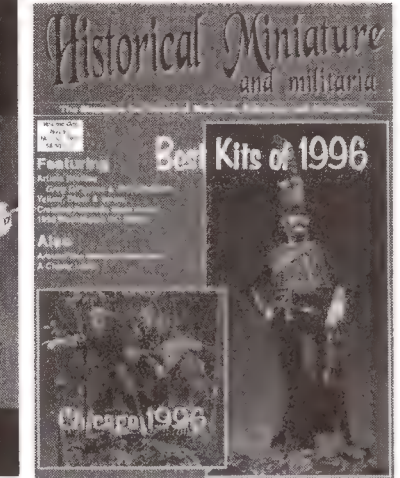
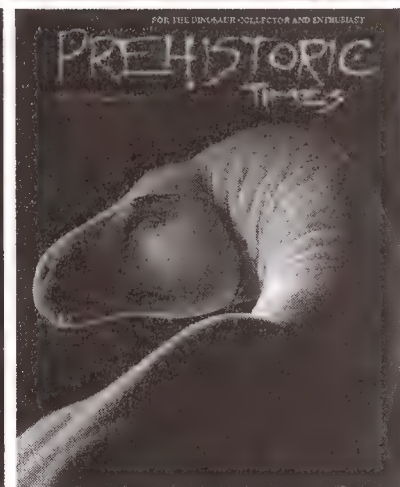
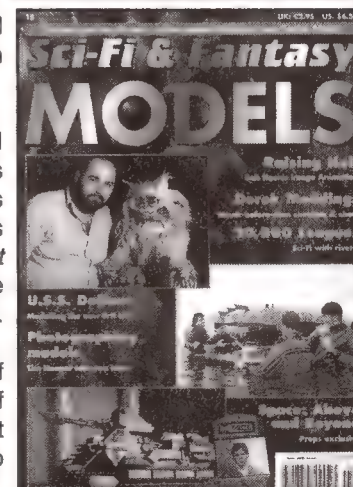
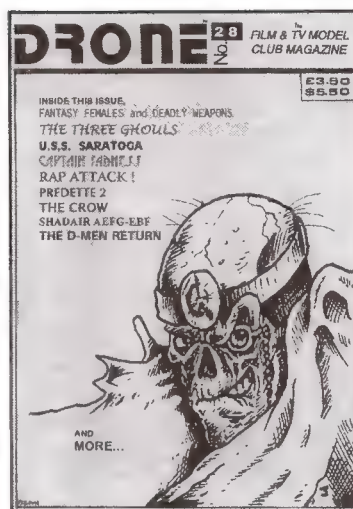
• **FineScale Modeler's Jumbo Issue** is out and probably the best article that we can benefit directly from is the article on *How to Cast Your Own Parts in Resin*. Very nicely done, with pictures and good instructional content. You'll want to read this if you've ever considered casting your own kit. It's a must.

• **Sci-Fi & Fantasy Models #18** is on the block and, what I like most about this magazine, is all the behind-the-scenes articles. I like to find out "how it was done" and these guys are very good at getting that info out to you. Beyond this though, are two really good reads: *Electronics Course, Part 3* and *Model Photography Made Easy*. Very good stuff. The rest is chock full of their regular bits of reviews and how-tos.

• **Modeler's Journal (IPMS) Vol9, Issue 2** has coverage of this past year's RCHTA show, book reviews, Confessions of a Model Widow and a really cool, one page article on Project Stealth. Derek Brown basically scratchbuilt a Stealth Two Tractor and it looks very cool!

• **The Prehistoric Times #22** brings more of what you Dino fans want - Dinos! Gina Romero reviews the new Jurassic Park - The Ride (well, the theme is prehistoric), a brief history of Mego Toys' Prehistoric line, some of the last dino-related kits from Lunar Models, an article by Tracy Ford on drawing dinosaurs and the regular group of reviews and how-tos, dino style.

• **Historical Miniature & militaria #5** is full of stuff. Artist's profiles include Greg DiFranco and Jim Johnston, articles go into *Creating Realistic Body Armor*. A feature article on The Chicago Show and more...



For more info, write these publications at the following addresses (enclose SASE):

- **Kitbuilders:** Box 201, Sharon Center, OH 44274-0201 Tel: 330/239-1657
- **Prehistoric Times:** 145 Bayline Circle, Folsom, CA 95630-8077
- **Amazing Figure Modeler:** PO Box 30885, Columbus, OH 43230
- **FineScale Modeler:** PO Box 1612, Waukesha, WI 53187-1612 Tel: 800/446-5489 (for subscriptions & renewals)
- **Historical Miniature and militaria:** R & K Productions, 6080 Sunnycrest Dr, Agoura Hills, CA 91301 Tel: 818/991-9044
- **Monstrosities:** PO Box 1024, North Baldwin, NY 11510-0924 Tel: 516/378-1338
- **DRONE:** 172 High Hope Street, Crook, Co. Durham DL15 9JA England
- **Sci-Fi & Fantasy Models:** PO Box 15553, New Orleans, LA 70175-5553 Tel: 504/835-9592
- **Airbrush~Action:** 1985 Swarthmore Avenue, PO Box 2052, Lakewood, NJ 08701 Tel: 908/364-2111
- **Modelers' Journal:** IPMS/USA, PO Box 6138, Warner Robins, GA 31095-6138
- **Military Modelcraft International:** Wise Owl Worldwide Publications, 4313 West 238th Street, Torrance, CA 90505-4509
- **Military Modelling:** Nexus Special Interests, Nexus House, Boundary Way, Hemel, Hempstead HP2 7ST



with **Tommy Ellis** of *Tom & Jerry Studio*

Exploring the Edge

Sienna and white make up the main colors with a touch of Burnt Umber added for the tan. For this kit, I mixed five different shades, dark to light, and applied around twenty layers of skin color. I then used Dullcote™ to make correcting any mistakes on the bikini easier. The bikini was painted black and then I mixed a bronze color by adding Polly Scale graphite to copper. Carefully paint the bikini, leaving a thin black line visible at the



Spring is here! Time to think about a trip to the beach. What's that in the waves? I do believe it's **Nemo's Daughter**. New from **Monsters in Motion**, the 1/6 scale Nemo's Daughter was sculpted by Joe Laudatti.

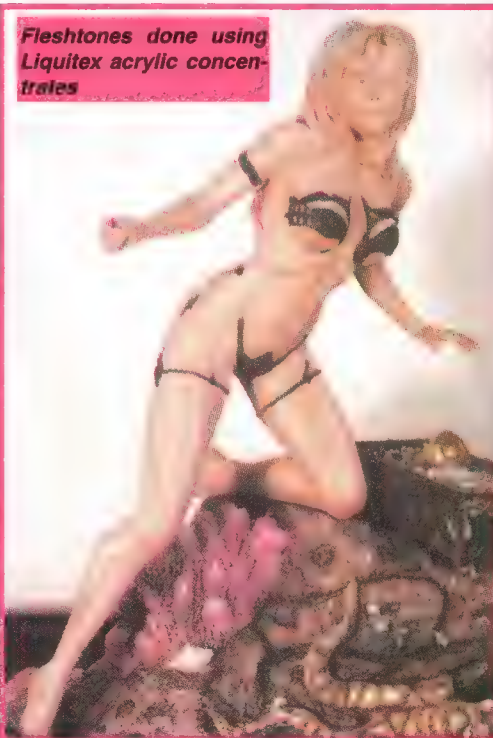
I've thought Joe could do better on hands and feet and with this piece he has done a bit better. Overall, it is well sculpted with breaklines well thought out. The base is big with a lot of detail to keep you busy for several evenings worth of painting.

The kit is cast in pink resin and requires very little cleanup. Just a bit of light sanding and no putty takes care of prepping this kit. You do need to drill a hole through her right hand for the trident and I would suggest pinning her arms and legs. The base is covered in corals, critters and a treasure chest. If you are not familiar with the proper color for the animals, there are plenty of reference materials to help that should be available in a library or bookstore near you.

After building the kit, I used white primer. This is to brighten the colors more than grey. Grey will work, but requires more layers to cover.

The main figure could be painted in several ways, everything from greens and blues added to the skin to the tans usually found at the beach or (where I'm from) tanning beds. I decided to keep it simple and use the tan skin with a metallic bikini and spend more time on the base. I used Liquitex acrylic concentrates for the flesh tones. Burnt Sienna, Raw

Fleshtones done using Liquitex acrylic concentrates



edges. This helps create more depth and helps the suit stand out. The hair and eye colors are left to your imagination. I chose blonde with hazel eyes (thanks Leslie for modeling) to create a point of interest and a light area at the top of the kit.

The base at first glance has tons of detail. Taking a closer look reveals several things widely separated by rock and small detail that is hard to add color to without dry-brushing. **Do not** dry brush the detail on the base. This will cause a dusty look, rather than the fluid, wet look we are after. My solution for this was to use Createx Transparent Paints mixed with Pearl White to create a wet look without gloss coats. The other trick is to blend all of the colors on the groundwork while they are wet. This gives a smooth blend that doesn't take on a dry look.

The coral head is painted Createx Fluorescent Violet, mixed with Pearl White. After this dries, washes of thinned violet are added to give it depth and pick out detail. Before this dries, I blend in Pearl White near the tops for brighter highlights. The base is entirely brush painted except for the octopus, which was painted Pearl White. I then used my airbrush with a fine tip to add the pattern. First, with Createx Transparent Brown, I then add color to the center of the pattern by adding black to the brown. Finally, I used a detail brush to add small dots into the pattern with a dark brown. Cephalopods can change color using chromatophores, so pick what you like and go for it!

The base itself is paint-





ed using browns and greens mixed with the pearl white.

The way to bring out the detail is with a series of washes.

I went back and painted small pieces on the base with pure color rather than dry-brush. Dry-brushing is too random and on this base, you are better off taking more time and controlling the paint. Either way, the small chips and pieces scattered around the base make it look dirty and cluttered. I understand sculpting and casting restraints, but this could have been done better.

The treasure chest exterior is not bad, but the interior is another area that was skimmed on. The gems are out of scale, and do not fit well with the rest of the kit, no matter how you paint them. If the holes in the gems were to scale, they would be laced on a ski rope, and the chalice would require Hercules himself to get the thing off the table. Anyway, I used Tamiya clears for the cut stones and pearl white for the pearl strands. Gold and silver make up the bulk of the other treasure, and a light wash of black helps to separate the contents. The chest is simply dark brown accented with antique gold. Her trident is brass rod and resin. After this is glued up, I shot it with Rust-oleum chrome and set it aside to dry.

The balance and fit on this kit couldn't be much better. There is no need to pin and glue the figure to the base. Simply glue the top of the treasure chest into the correct position and set Nemo's Daughter in place. Her left hand will rest on the chest, with her weight well distributed onto her left side.

Let's take a look at the kit overall: Even though there are areas that could be better, the entire piece comes together nicely at the end. With a bit of extras added to the base such as more shells, coral and treasure, the effect could be even better.



Monsters in Motion
330 Orangethorpe, Unit H
Placentia, CA 92870
Tel: 714.577.8863
Fax: 714.577.8865





From the Laptop

with Silvia DeRuvo

photos by Fred DeRuvo & Jim Bertges

The recent California Show of the Southern California Historical Miniatures Society (SCAHMS) was held on Saturday and Sunday, March 15th and 16th in Anaheim, California. This was our third year at the show and our first year as vendors. As always, we were provided a very enjoyable experience. A benefit of being a vendor was being able to be the first ones in the door to see the awe inspiring projects that so many talented model builders poured many hours into creating.

This arena of military model building is more than just being able to put model pieces together, but involves the historical knowledge of the event

and an unbelievable commitment to accurately displaying the events as they happened. I applaud these builders for teaching me a little bit more about history and the men and women who made it happen, from their kits, each time I view them.

Being vendors provided us with a great opportunity to meet a number of our readers from all over, including Canada. It was very encouraging to find out that so many people enjoy what we are doing with the magazine and find that it is a true resource to them.

It was also interesting to see that many people who strictly in the past, had only been military modelers, have seen the similarities in figure kit and sci-fi kits and find that they enjoy building these as well. It was interesting to see that this year's exhibitors again included some animé pieces as well as large sci-fi and horror figure kits.

The vendor area provided an array of military mixed with some animé and basic modeling supply and historical art pieces. John Pomeroy provided beautiful oil paintings of battle scenes that seemed to jump off the canvas. Chris Mrosko and John Rosengrant of Warriors Scale Models, Inc. provided their well-crafted military pieces as well as premiering their larger vampire bust, sculpted by John. Myshka Miniatures provided many exquisite new animé pieces. Other vendors included Legends Hobbies, Marco Polo, MIB Designs, Pegasus Books, Soldat, Fort Duquesne and a slew of others.

Another SCAHMS has come and gone and we're already looking forward to the next one. Enjoy the photos. We've captioned them wherever we could. Most of the photos are of models entered into the exhibition. We'll see you next time around!



Some of the vendors at the show, including me, manning The Modeler's Resource table. Fred's off schmoozing and shooting photos of the event.

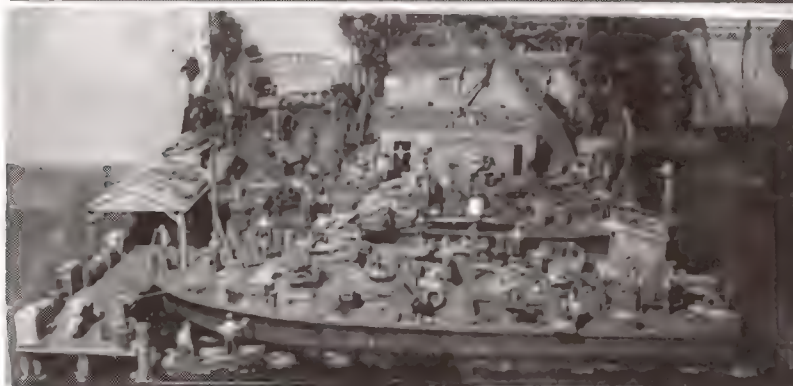
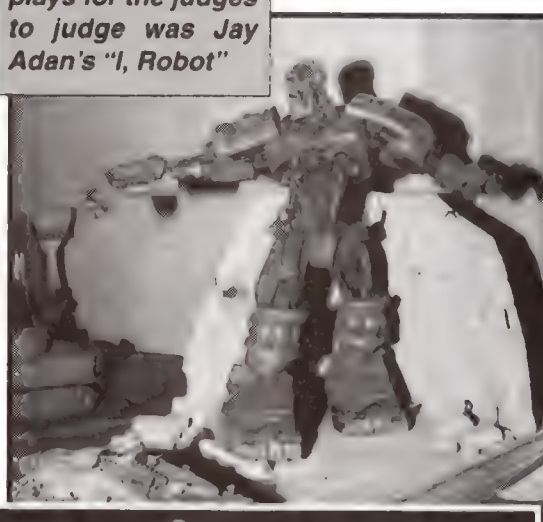


Far Left: One of the anime kits for sale at the show from Myshka's Miniatures (pictured kit built/painted by Bruce P. Byerly); **Middle:** 1:12 scale Wyatt Earp (sculpted by Mike Good), available from Marco Polo; **Left:** new Vampire bust from Warriors, which should be available in 3-4 months.

~The Exhibition~



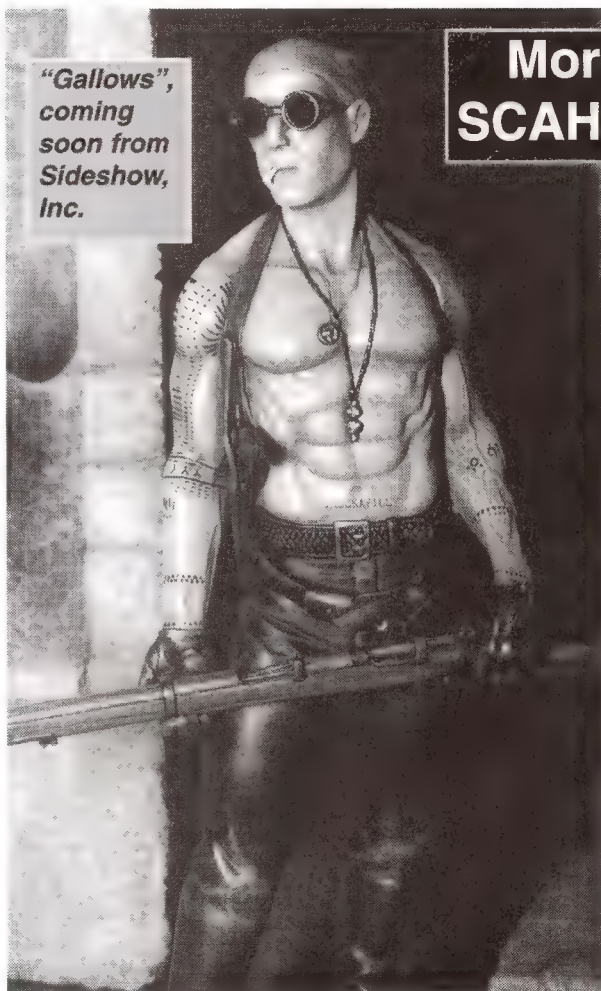
Among the displays for the judges to judge was Jay Adan's "I, Robot"



More Exhibits for the Judging: Military dioramas and vignettes and a scene based on one of J.R.R. Tolkien's books called, *Shelob's Lair*.

"Gallows",
coming
soon from
Sideshow,
Inc.

More
SCAHMS



Taylor Animation and Design

Professional Stop-Motion/Sculpting Armature Kit

An easily assembled armature kit which can be configured as a 14" human, a four-legged creature, or anything else your imagination can dream up.

All parts are precision CNC machined, and the kit includes full-size blueprints of human and lion designs. A video tape guides you through each step of assembly.

Armatures usually cost thousands of dollars. For the first time, a professional system for animation and/or sculpture is available at a fraction of the cost.



\$375.00 plus \$10.00 shipping, 9030 W. Sahara • Suite 274 • Las Vegas, NV 89117 • Tel.: 702-254-8853

52 • The Modeler's Resource



WWW.CREATUREFEATURES.COM

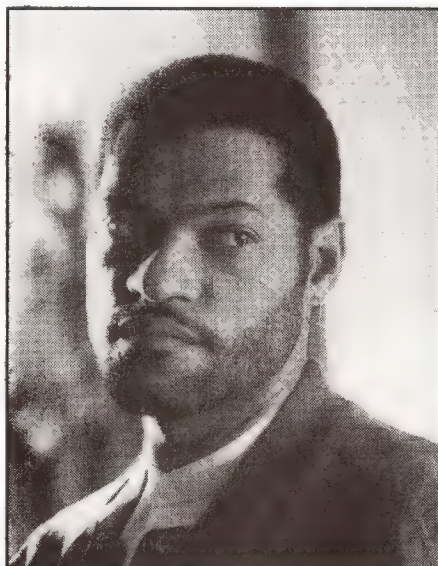
**MONSTER MAGAZINES • AMERICAN AND JAPANESE MODEL KITS •
SOUND TRACKS • BOOKS • MOVIE MEMORABILIA • NON-SPORTS CARDS**



Down the Pipeline

Movies-to-Models: What We Might See in Kit Form

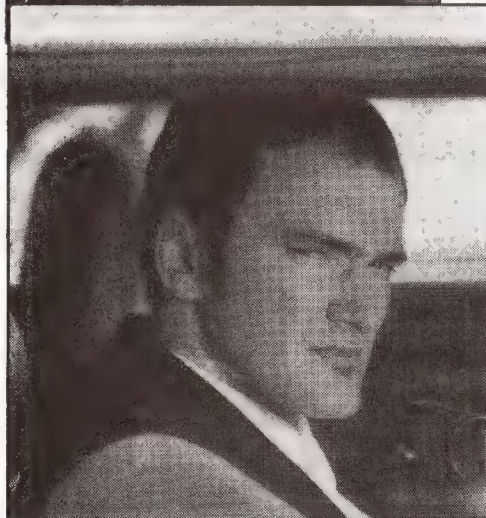
by Jim Bertges



Here we are, back again with truths, half-truths and downright speculations about the movies, shows and creatures that will be crowding theatres and TV screens in the coming months. As you know, this is the stuff that will be fueling the future of our hobby, so let's take a look.

Now, don't hold me to this, but on my release schedule it says that a new **Godzilla** will be smashing theatres this Memorial Day, but I haven't seen anything else on the production. Either this is an error or they're keeping the big green guy a really good secret. Keep your eyes and ears open, that rumbling you hear may not be thunder, it might just be really large feet stomping your way.

Speaking of large creatures, Universal has slowed down its remake of **King Kong** and slated a 1998 release. This will give Director Peter Jackson (The Frighteners) plenty of time to develop his vision of Kong. Universal is worried about their ape clashing with Disney's remake of **Mighty Joe Young** and similarities with the previously mentioned **Godzilla**. It's funny that both of Willis O'Brien's apes are being redone by different studios and will undoubtedly be pitted against each other in a battle for box office supremacy, even if they aren't released at the same time.



The Fifth Element - Here's a bit more on the mystery science fiction movie from Columbia. It stars Bruce Willis, Gary Oldman and Milla Jovovich, it's directed by Luc Besson (La Femme Nikita, The Professional) and it's set in 24th century New York. Apparently there will be some very interesting miniatures and special effects.

Kid stuff - If you thought the Power Rangers were finished, think again. They're coming back to the big screen in **Turbo: A Power Rangers Adventure** in which those multi-colored heroes leap into their Turbo Zords and do battle with a space pirate. **Warriors of Virtue** is an action/fantasy from Ronny Yu pitting a kid and five kung fu kangaroos against an evil warlord. What more could you ask for?



Face/Off - Action Director John Woo teams with John Travolta and Nicholas Cage who play an FBI agent and an international terrorist who exchange faces with each other. This could get confusing.

The Postman - Kevin Costner stars and directs this post apocalyptic thriller about a man who, like the troubadours of old, travels the wastelands from settlement to settlement, telling tales, singing songs and delivering packages. Don't ask me, I just report on these things. Costner's company is producing the film for Warner Bros. It is based on a novel by David Brin.

Well, it seems as though **Mr. Magoo** will finally be heading for the big screen. After attempts by Steven Spielberg and Warner

Bros. to bring the muttering, near-sighted cartoon character into the live-action world, Disney seems to be set to actually do it. Leslie Nielsen is set to star as the myopic bumbler. Stanley Tong, who has directed several films for Jackie Chan will helm the project.

Gattaca - Ethan Hawke stars as a naturally born human in a world of a superior, genetically engineered elite. He risks his life pretending to be one of them. He pursues his dream of space flight by joining the Gattaca Corporation, but becomes the prime suspect in the murder of the company's mission director. Uma Thurman co-stars as Hawke's girlfriend.

Event Horizon - Photography began in England in December for this space adventure. Set in the year 2046, a rescue mission is sent to the outer reaches of the solar system to salvage the **Event Horizon**, a prototype spaceship that has been missing for seven years. As the crew searches the ship for survivors, they discover terrifying secrets hidden within. Directed by Paul Anderson (**Mortal Kombat**), **Event Horizon** stars Laurence Fishburne, Sam Neill, Kathleen Quinlan and Joley Richardson. Special Effects are being provided by Richard Yuricich (**Mission Impossible**, **Blade Runner**, **Close Encounters**). The film is set to use no less than seven soundstages at Pinewood Studios in England, including the huge 007 stage, the largest in Europe.

Kull The Conqueror - Kevin Sorbo, TV's Hercules, leaps to the big screen in this adaptation of Robert E. Howard's other barbarian warrior.

Virus - From Universal and Dark Horse Entertainment, **Virus** stars Jamie Lee Curtis and Donald Sutherland and involves a tugboat crew that takes refuge on a Russian ship lost in the eye of a typhoon. They find the ship deserted except for an alien being on a mission, it believes mankind is a virus to be eradicated. Directed by Academy Award winning Special Effects artist John Bruno (**True Lies**, **Terminator 2**, **The Abyss**) and based on the Dark Horse comic book, the film is Produced by Gale Ann Hurd (**Aliens**, **Terminator 2**).

In the wake of the phenomenal success of the Star Wars Trilogy, Mark Hamill is working on getting the movie version of his **Black Pearl** comic made. The five issue mini series from **Dark Horse** was originally written as a movie script and now Hamill is using his newly elevated profile in Hollywood to seek financing for the feature version. **The Black Pearl** involves a man who turns himself into a costumed crime fighter, but is set in the real world where it's a bit more difficult to keep secret identities secret. Hamill says it is a combination of humor and tragedy, "...riddled with laughs that catch in your throat because they're so awful."

Lost In Space update-Gary Oldman (**Bram Stoker's Dracula**, **Immortal Beloved**) has been

cast as the evil Dr. Smith and it looks like William Hurt (**Altered States**, Michael) will be joining him on the journey into the unknown reaches of space as Dr. John Robinson. The rest of our intrepid cast lines up as follows: Mimi Rodgers (**The Mirror Has Two Faces**) is Marueen Robinson, Lacey Chabert (TV's **Party Of Five**) is Penny Robinson, Heather Graham (**Twin Peaks: Fire Walk With Me**, **Swingers**) will be along as Judy Robinson and 9 year old Jack Johnson (**The Tie That Binds**) is on board as Will Robinson. Finally, Sean Patrick Flannery, best known as the **Young Indiana Jones** and less well known as **Powder** (mainly because he was real white and bald) is in as macho space pilot Captain Don West. More **Lost In Space** news as it unfolds.

• **Lost In Space update, update:** Because of 'artistic differences' with the director, Sean Patrick Flannery has left **LIS** as Don West and will be replaced by Matt LeBlanc of TV's **Friends**.

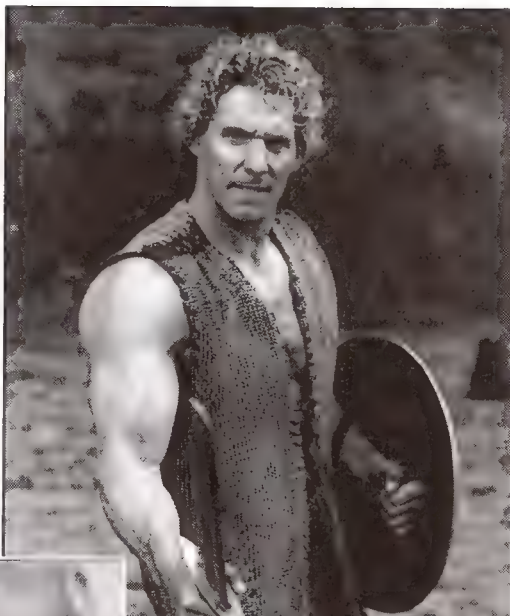
TV Stuff: Cashing in on the successes of Hercules, Xena and other syndicated action/fantasy series, Canadian distributor, Alliance Communications, is preparing two syndicated hours to be pitched to US TV. **Conan The Adventurer** stars two time Mr. Universe Ralf Moeller in the role of the lead barbarian. Another former Schwarzenegger vehicle, **Total Recall** will become **Total Recall: The Series**. No casting or other information is available, yet. Yet another syndicated hour will be **Gene Roddenberry's Battleground Earth**. Rick Okie who was a producer on the Lorenzo Lamas series, **Renegade** and **Quantum Leap** is updating Roddenberry's original pilot script and will be executive producer along with Majel Barrett Roddenberry and David Kirschner.

More **Total Recall** news, Dimension Films, the genre arm of Miramax, has acquired the rights to make a theatrical feature prequel and sequel to **Total Recall**. The plan is to move forward within the next year with a concept generated internally by Miramax. They plan to contact the film's original cast, including Arnold Schwarzenegger, who has said in the past he would be interested in reprising his role. The rights were picked up at a bankruptcy court sale of Carolco Pictures assets.

Spiderman--There is still a long way to go, but MGM picked up the long disputed movie rights to everybody's favorite wall crawler at the Carolco bankruptcy sale. It isn't known whether the rights acquisition will include the participation of James Cameron. It is also not clear just how many obstacles stand in the way before we'll actually see a **Spiderman** movie, but there are a lot of people trying to make it a reality.

Space Truckers is coming, finally. The Stuart Gordon (**Reanimator**) film is a combination road and space movie, starring Dennis Hopper, Stephen Dorff, Debi Mazar, Charles Dance and George Wendt. After legal entanglements and differences between the producers and financiers have been settled have been settled and the space adventure may make it to screens this year. The film features some very unique and unusual ships and an off beat story line.

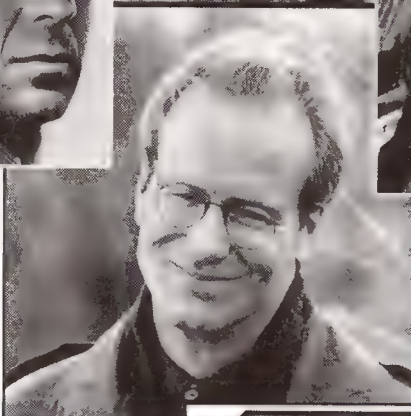
Films in the future--Stephen Hopkins, who is at this very moment directing New Line's **Lost In Space**, has signed to direct yet another science fiction epic, **The Chrysalids**, based upon a novel by John Wyndham. The story involves a group of telepaths who become threatened when their telepathic powers are discovered. You may be familiar with the work of John Wyndham whose novels **Day Of The Triffids** and **The Midwich Cuckoos** have both been filmed. Yeah, I got fancy on you, The Midwich



Cukoos was filmed twice as **Village Of The Damned**.

This could be good. Directors Robert Rodriguez and Quentin Tarantino are working on a sequel and a prequel to **From Dusk Til Dawn**. Rodriguez is developing the prequel and Tarantino is doing the sequel. Tarantino wrote and starred in the original, Rodriguez directed it. Each film is scheduled to have a \$10 million budget and filming will start in mid '97. No casting has been set yet, but the distributor, Miramax plans to have cameos by the Geko brothers, George Clooney and Quentin Tarantino.

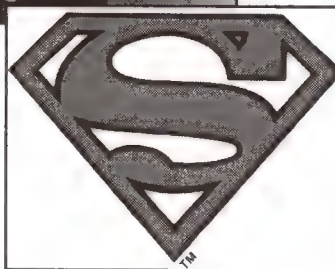
Will Marvel Comics **X-Men** be coming to the screen? Well, Fox is negotiating with Director Bryan Singer to helm a live action version of the mutant team. Singer, who directed **The Usual Suspects**, has come up with a storyline for the movie with his associate Tom De Santo. Stay tuned, we'll see what happens.



For those of us who fondly remember John Steed and still have a thing for his partner Mrs. Peel, **The Avengers** has started shooting in England under the direction of Tony Kaye. **Soldier**, a science fiction entry from Jerry Weintraub productions will star Kurt Russell and will be directed by Paul

Anderson (**Mortal Kombat**).

Here are some low budget titles to watch out for. As usual they could be good, they could be bad, you pay your money and take your chances. **Total Reality** (Science Fiction), **The Adventures of Space Baby and Mental Man** (Family), **SuperNova** (Science Fiction) and **Buccaneer Queen** (Action/Adventure).



Nicholas Cage as **Superman**? It could happen. Academy Award winning actor Nicholas Cage is seriously considering the role of the Man of Steel in the upcoming **Superman Reborn** for Warner Bros. I know what you're thinking, "Nicholas Cage!?", but who would have thought Michael Keaton would make a good Batman? Sometimes the strange choices turn out great. The story

is rumored to have something to do with the death of Superman at the hands of Doomsday. We'll see what happens, the new Superman is scheduled for a summer of 1998 release.

That's it for now, but unless Hollywood stops dead in its tracks, I'll be back next time with a whole bunch more stuff.

Photos (pg 54, top to bottom): Laurence Fishburne, Quentin Tarantino and John Travolta

Photos (pg 55, from top clockwise): Ralf Moeller, Leslie Nielsen, William Hurt and Bruce Willis

Superman symbol is a trademark of DC Comics, Inc. All Rights Reserved.

GOTHAM'S GALLERY

- Professional Model Build-up
- Specializing in Figure Models
- Custom Bases and Dioramas

For Quotes or More Info, Call:

Steve @ 281-261-2510

E-MAIL: GOTHAMS500@AOL.COM

THAT'LL BE THE DAY!

"You have a chip on your tooth, your Adam's apple sticks out too far and you talk to slow."

*Universal Pictures executive to
Clint Eastwood (circa 1950's)*

JONESY

RICK JONES

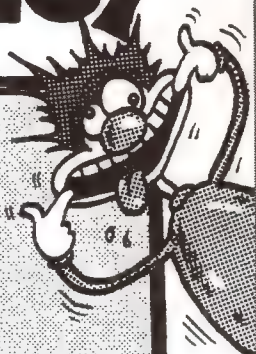
38 ODO ROAD

DOVER

KENT CT17 ODP

ENGLAND

Tel: UK (01304) 202571



CARTOONIST!

Advertise Your Company or Product with a
Smart Cartoon.

Also: Cartoons for Packaging, Greetings, Cards,
Illustrations, Gags, etc.

The Modeler's Resource

Will Be At the Following Shows:

Show	Location	Date
• ReznHedz	Chicago, IL	May 3 & 4
• MMP 4	Pasadena, CA	May 24 - 25th
• RCHTA	Chicago, IL	October 4

These are the shows that we will be attending. Other shows may be added to this list as well. We've enjoyed meeting a number of our readers and subscribers so far this year and we're looking forward to meeting many more of you.

If you're planning on being at any one of these shows, we'd certainly enjoy meeting you. Please take the time to stop by our table and chat with us. Mark these shows on your calendar and when you see us, please...

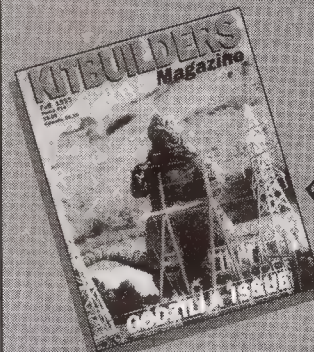
Stop by and say "Hi!"

KITBUILDERS Magazine

For Figure Kit Model Builders

Covering vintage plastic figure and sci-fi kits from the late 50's to the early 70's. Plus today's new plastic, resin and vinyl releases.

Each 64 page (plus!) color cover issue is published quarterly.



Rates:

\$20.00/yr USA
(\$24.00/First Class/USA)
\$32.00/yr Canada
\$45.00/yr Foreign
.....
\$6.00/Sample - USA
\$8.00/Sample - Canada
\$12.00/Sample - Foreign



Gordy's • Box 201 • Sharon Center, Ohio 44274-0201
Tel: (330)239-1657 • Fax: (330)239-2991

MONSTERS AND MAYHEM MODELS



PO Box 10620
Costa Mesa, CA
92627-1062
Phone/Fax: (714) 751-8620
e-mail: UncCreepy@aol.com

We accept orders with checks or
International Money Order made payable to:

David Graf

California Residents add Applicable Sales Tax!
Overseas orders add 30% for shipping



Limited Edition

"BUG-EYED MOVIE MONSTERS SERIES"

Kit #BEM502 -

"The Giant Leeches"

(includes 3 figures and swamp diorama base)

**1:16th SCALE - \$52.95 plus \$6 Shipping & Handling
\$1 for color catalog**



CYBER \$70

SARGE \$35

CACO \$35

SPIDER \$75

Skyhook Models

PO Box 327
Carmichael, CA 95609

Send LSASE for Catalog • CA Residents add 7.75% Sales Tax • Add \$6.00 S&H

Green's Models

Plastic model kits from, and of, science fiction, TV, figures, space, movies, etc. Old and new; hundreds available. Free sales catalog. Also, send your sales and/or trade list.

Dept MR, Box #55787

Riverside, CA 92517-0787 (USA)

909/684-5300 • 1-800/807-4759 • Fax: 909/684-8819

e-mail: jfgreen@msn.com

Internet: <http://www.recycler.com/com/jfgreenmodelkits/>

Subscribe to The Modeler's Resource ... (Everybody else is...)

*Yes, I want to save \$5.70 off the cover price on a year's worth of
The Modeler's Resource (6 bimonthly issues - USA)!*

- | | | |
|--|---|---|
| <input type="checkbox"/> \$30.00/yr USA | <input type="checkbox"/> \$42.00/yr Can-Mex | <input type="checkbox"/> \$58.00/yr Foreign |
| <input type="checkbox"/> \$8.00/Sample USA | <input type="checkbox"/> \$10.00/yr Can-Mex | <input type="checkbox"/> \$12.00/Sample Foreign |

**CA residents
must add 7.75%
Sales Tax**



Name _____ Start subscription w/issue # _____
Address _____
City _____ State _____ Zip _____
Country _____ ☐ New ☐ Renewal

~Credit Card Information~

☐ VISA ☐ MasterCard ☐ American Express

Credit Card Number _____

Expiration Date _____

Signature _____



The Modeler's Resource
1141 Holly Avenue
Clovis, CA 93611-6210
Fax: 209.322.9053

Tales from The Glue Queen with Cindy Morgan

Pictured kits built/painted by Cindy Morgan



the arm bandages of "The Mummy" is "Ace" (as in Ace bandage!). The subtle humor can be found on all the deformeds. Their facial expressions make the figures come alive.

Macdougall's House of Horrors has a truly unique *Tales from the Crapper* showing the Cryptkeeper sitting on the toilet reading a book. Even though this piece was a little rough and required more than normal sanding and puttying, the end result was worth the work.

Hooray for Deformeds!

It all started two years ago with a **Mad Lab's Tiny Terror Creature** - my obsession with figure models was born! To those new to the hobby, "deformeds" are small-scale figures - usually 4 inches to 7 inches tall, that are caricatures of the real thing.

Deformeds are great first models for someone (including kids) wanting to try the hobby. Even though they are of a smaller scale, the detail is great and the price is very affordable. Price range is usually between \$15.00 and \$50.00, depending on size and manufacturer.

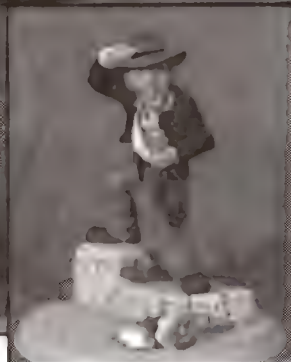
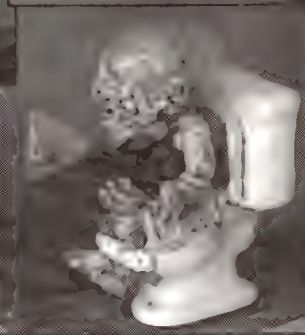
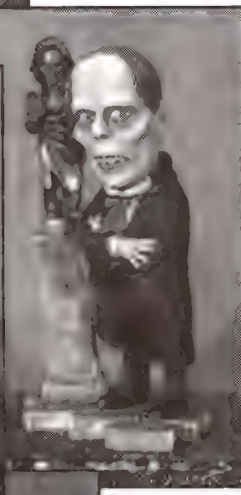
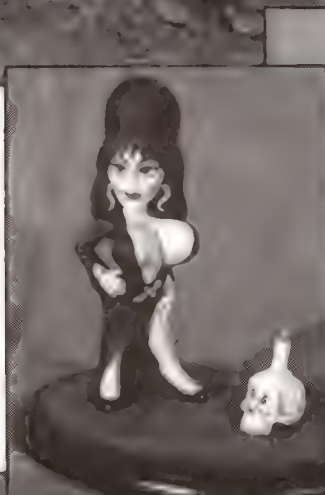


The majority of deformeds are made of resin. Some are one piece figures while others have a few pieces to attach. Mold seams are normally minimal. Hence, more good reasons to start out with a little guy.

There is a wide variety of characters in the deformeds. Everything from the classic monsters of Frankenstein, the Mummy, Werewolf, Dracula etc. to Gossamer from the Bugs Bunny cartoons. To Phantom of the Opera and Mr. Hyde to figures from sci-fi movies. There are even deformeds of Indiana Jones, Elvira and the Rocketeer.

Producers of deformeds include the previously mentioned **Mad Lab's Tiny Terrors**, **Dimensional Designs** and **Amaquest**. There have been several Japanese companies that have produced deformeds, but unfortunately they are not easy to find. I am still looking for a **U-Tom Phantom**.

To me, one of the intriguing features of deformeds is the humorous detail incorporated into the figure. *The Fly* by Mike Parks of Mad Labs has carved on the back of his lab coat "Acme Pest Control". On one of



Because of the smaller size of the deformeds, they make excellent subjects for dioramas. You can easily combine two or more into a scene. Let your imagination run wild. Graveyard scene with the monsters? Add a broken down spaceship to War of the World's Martian. There is no limit!

To see a variety of deformeds from various manufacturers, check out Terry Webb's *The Garage Kit That Ate My Wallet* and *Son of the Garage Kit* books. If your local hobby/model shop does not carry the little guys, you can order them from most model distributors.

Again, if you are new to the hobby of figure building or a seasoned veteran looking for a relatively easy but detailed figure, I strongly recommend trying a deformed. Even though I have graduated on to larger and more complex figures, I will always have a special place in my heart and on our shelves for deformeds!

Deformeds: (From top clockwise): **Mad Labs' Tiny Terrors** (*The Mummy*, *Dracula*, *Creature*, *Frankenstein*, *Wolfman*); **Shape of Things' Boobira**; **Dimensional Designs' Erik the Phantom**; **Mad Labs' The Bride**, **Amaquest's Rocketman & Pinhead**; **MacDougall's House of Horror's Tales from the Crapper**; **John Dennett's Shindy** and **Dimensional Designs' Frederick as Mr. Hyde**

Editor's Note: Try some of the advertisers found in the pages of this magazine to locate some of these kits.



GOLF ANYONE?

by David Campbell

When I first saw Alan Shepard chipping a golf ball on the surface of the moon in resin, I knew I had to have it. I love history, especially space exploration history, and as a newcomer to the world of figure kit building, it looked like a simple piece to practice on.

So, lets get going with Astronaut Shepard. As one in a series of figures depicting space history and its possible future, he comes in a hefty zip-lock bag with a color photo of a built-up figure and a full page of 'destructions' with helpful pointers, including NASA websites (for you on-line types) for reference photos.

Molded at 1/32 scale (rather small) he is easily completed and affordable - just \$16.95. **So what do you get for your money?** Six resin pieces, wire for the golf club and survival pack antenna, and a base. Pin-holes are present, but are easily filled.

Finishing was simple: Base coat with flat white, and when dry, flow in a wash of blue-black paint for the shadows. When that dries, drybrush the figure with flat white to 'crisp' the shadows. The color, (what little it has) was struck in quickly and he was put aside to finish drying. Working on the base was a simple "dark basecoat-light drybrush" affair, and was quickly completed.

Decals for the suit markings and NASA logos were included, but I chose to substitute replacements from my spares box. Installing the golf club into the glove palm took a little fiddling to get it to look right, but was no big deal. A beginner will have no problems finishing this little guy, and he won't break the bank, either!

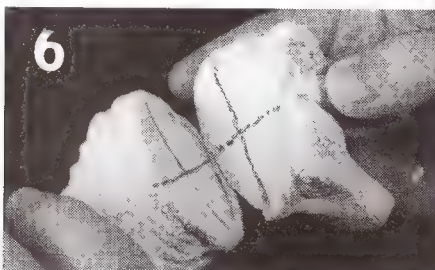
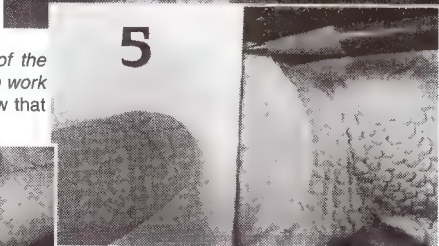
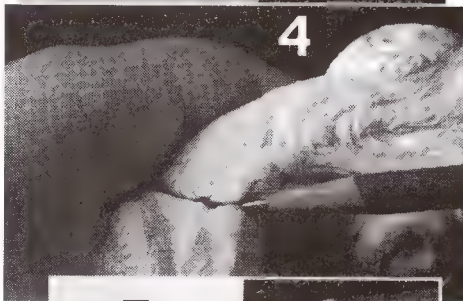
Would you like one? Contact **E.V.A. Models at 12944 SW 108th St., Miami Fl 33186.**

It's All Plastic to Me with Jim Bertges

The first thing I saw when I opened this kit, pleased me no end. What did I see? I saw a resin kit that the creators obviously care a great deal about. Each of the kit's large pieces was individually wrapped in bubble wrap. The four smaller parts, the two forearms and the upper and lower teeth assemblies were packed in a 35mm film container with the teeth parts wrapped carefully in a bit of paper towel. It may not sound like a lot, but the folks at **Mental Mischief** want your kit to arrive in the intended ten resin pieces, not a bunch more. If they put that kind of care into packaging the kit for shipment, then what kind of care have they put into the kit itself? Let's discuss that, shall we?

If you recall the article, "When You're Making More Than One" by Mark Brokaw and Mark Kaelin, in Issue #12B, this is the kit that was being cast in that article. The care shown in that article is really reflected in the final product. The kit is cast in ten parts in high quality, light tan resin, (Photo 1). The parts are solid and clean with no flash and no visible flaws or mold lines to deal with. I found only a few minor air bubbles in a small section of the base and they were easily corrected. Although the instructions recommend washing the parts in lacquer thinner, a wash in warm water (with dish soap) is all that's necessary before assembly. The large, smooth mating surfaces of the head, tail and legs fit together excellently, but because of the size and weight of the body (it must weigh nearly a pound), it is necessary to pin the legs for strength. The head and tail are also heavy parts that will not be held in place forever with just a thin layer of super glue. For the sake of permanence and peace of mind, all these heavy parts need to be pinned to the body.

Pinning is an easy process, once you know where to place the pins and the receiving holes. If the pin and the hole aren't in the right spots, the part you are attaching will be offset, creating the need for unnecessary putty work. There is a simple way to locate the approximate center of the part and find that same point in the area where the part attaches. First, mark the mating surface of the part with an "X", making sure that the legs of the "X" wrap around to the outside of the part (Photos 2 & 3). Next, hold the part in place where it will attach and mark the location of the "X's" legs on the corresponding part, in this case, the T-Rex's head (Photo 4). Then, using a flexible straight edge (I used an old business card, something of which I have an abundance), connect the marks, making a duplicate "X" (Photo 5 & 6). Drill holes at the center point of both "X's" (Photo 7), super glue your pin into either location (Photo 8 - I used a piece of wire coat hanger because of the weight of this kit, but chunks of paper clip wire work well for pinning also). A quick test fit will show that



you've located the pin and the receiving hole right where you wanted them (Photo 9).

Because of the weight of this kit, I decided to use 5 minute epoxy instead of

super glue to attach the larger parts. The epoxy will supplement the strength of the pins and the set-up time will give you a chance to slip the legs into their proper positions so they are at the correct angles to fit on the base properly. It would probably be best to dry fit the legs and hold the whole leg/body assembly on the base so you can see exactly where and how the feet fit into their spots in the base (Photo 10). Once you know how they are suppose to fit, you can attach the legs with 5 minute epoxy and make final adjustments to their fit before the epoxy sets up. Once I had the legs attached, I was surprised at how perfectly balanced this big dinosaur is. He stands solidly on his own, either on the base or off. However, because of this kit's weight, it's necessary to pin the feet into the base, to be sure your T-Rex stays where he's suppose to be. The Rex's little forearms are small and light and don't need pinning. They have nice male/female locating surfaces and attach easily with super glue, leaving practically no gaps at all.

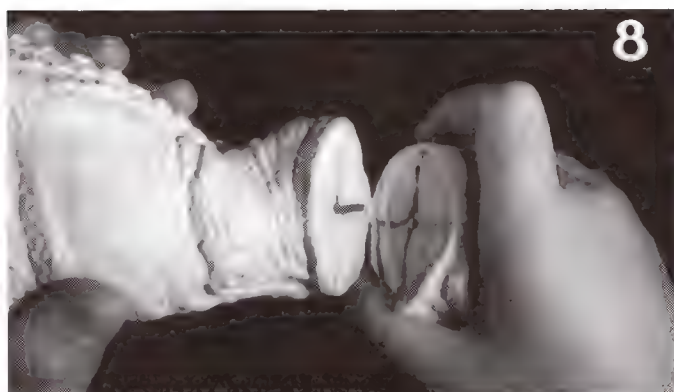
The fit of the parts is excellent, but once you have all the parts in place, there are still a few minor gaps to deal with (Photo 11). Because of the detailed surface, you'll have to be careful with your putty work. You could use gap-filling super glue, but that too, will obscure surface detail if it's not carefully applied. I've been employing a simple method for dealing with small gaps, using a 50/50 mix of Squadron White Putty and lacquer thinner (Photo 12). The mixture is about the consistency of pancake batter and can be applied with a brush (Photo 13). It may take more than one application to build up the desired level of putty, but once you have achieved satisfactory depth, you can smooth the surface with a bit of clear lacquer thinner, virtually eliminating any sanding after the putty dries (Photo 14). While the thinned putty is still wet, a little clear lacquer thinner can also be used to carefully clear out any clogged details. This technique can also be used on styrene models, but be careful because lacquer thinner will devour that type of plastic if you use too much. I haven't tried this on vinyl, however, because I'm not sure if the thinner will ever dry.

Once the gaps were filled, the Rex received a quick coat of primer and was ready for final painting. I painted the upper and lower inside jaw and teeth separately, using a mix of good old Testors Red, Orange and Black for the base color of the mouth, followed by a light drybrushing of Testors Rust. The teeth were painted a yellowish, off-white with a hint of light brown because of the Rex's poor dental habits. For the dinosaur's overall base coat, I went to Target and grabbed a can of Krylon Sage Green and a small can of Pale Yellow from the Pactra Odds 'N Ends selection. I first sprayed the underbelly with the pale yellow. After that had dried overnight, I masked off that section, using the large belly plates as my guide and sprayed the rest of the body with the Krylon Sage Green. Because of the high level of detail on this kit's surface, it is perfect for the use of 'antiquing' stain to accentuate the scales.

My method differs a little from previous staining methods in that I didn't use an oil-based stain. Instead, I used Ceramcoat water-based paint, in this case Candy Bar, a reddish-brown. I laid the paint on thick in sections using a wide brush and worked the paint down into all the cracks and crevices. When I finished with a section of the body, I wiped the paint from the surface using a soft cloth. This left a nice residue of Candy Bar color in all the ruts and grooves between the scales and in all the deep wrinkles of the body. After giving the stain a full day to dry, I got out a selection of Ceramcoat greens, ranging from Black-Green to Alpine-Green and Yellow for dry-brushing. In the deep recesses and shadowed areas of the Rex's body, I brushed in the Black Green. For more raised areas, I graduated the colors from the darkest shades. The eyes were started with a basecoat of bright red, immediately followed by yellow for the eyeballs, giving a red-rimmed, veined effect to the eyes. A vertical pupil slit added to the inhuman look. The final touch for the Rex as an overall coat of clear satin finish to give him a bit of sheen without adding a high gloss.

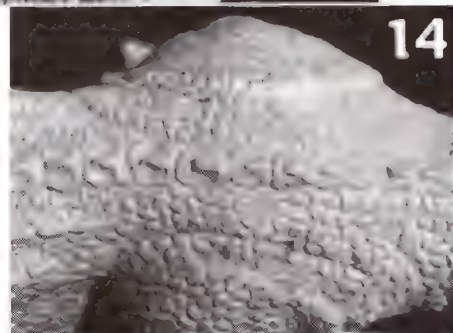
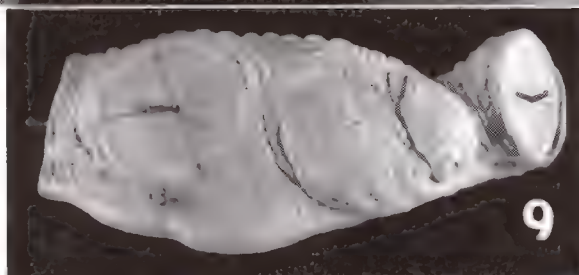
The Rex fits excellently into his base which includes a nameplate built in. The base is a wonderfully simple depiction of bare earth, a little prehistoric foliage and a small watering hole. It does exactly what a good base should do by accentuating the model, giving a glimpse into the creature's surroundings without overpowering it with unnecessary detail. The kit I received also included an extra name plate which



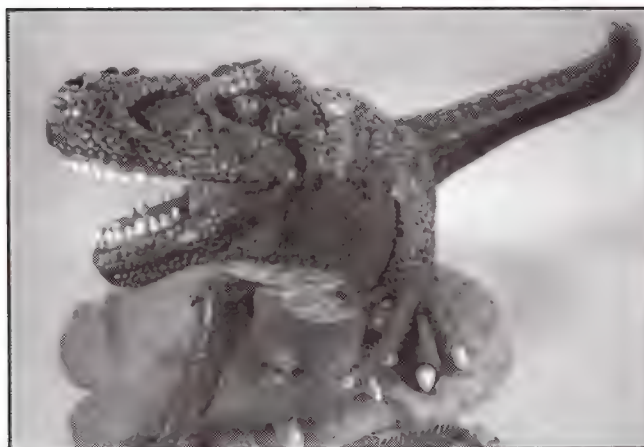
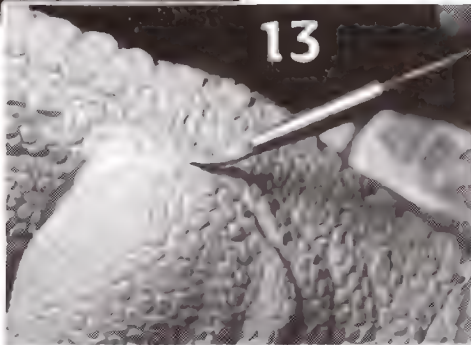


really didn't seem necessary, unless of course, I had another Tyrannosaurus that needed a cool name plate, then it would come in handy.

The kit builds up into a very nice Tyrant Lizard in an interesting pose not usually seen in a T-Rex kit. There is a good level of detail with individually sculpted scales and a ferocious snarl. The fact that the inner sections of the upper and lower jaws are molded as separate pieces adds to the level of detail inside the mouth and gives the builder a chance to do a thorough paint job on that small interior space. Although this is not the ultra-realistic, Jurassic Park type Tyrannosaurus we have become used to, this kit has a personality and charm all its own. It is a bit of a throw-back to earlier dinosaur concepts that we grew up loving, combined with some contemporary notions of dino life. This Rex is no tail dragger and he looks as though he'd take a bite out of anything passing by without a second thought. He has a look that would make him right at home in a Ray Harryhausen movie. This kit will make an impressive and proud addition to any dinosaur lover's collection.



Mental Mischief
PO Box 2638
Clackamas, OR
97015
360.666.9510



X-O FACTO

Horror, Sci-fi and Fantasy Kits
24 Hour Order line: (310) 559-8562
or send check or money order to

X-O Facto, P.O. Box #341368, Los Angeles, CA 90034

THE BULLY \$79.99

FIRST PLACE
WINNER
OF THE
SCRATCH
BUILT
MODEL
CATEGORY
AT
G-CON '96

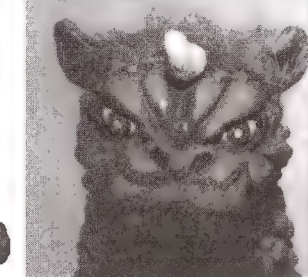


FIGURE IS 10"
TALL AND COMES
WITH HAIR,
BASE AND
NAME PLATE!

SCULPTED BY
BRIAN HUG

TO GET A
CATALOGUE
AND GET ON OUR
MAILING LIST SEND
A S.A.S.E. WITH
79 CENTS POSTAGE
TO X-O FACTO
AT THE
ADDRESS
ABOVE!

THE BULLY IS 6 1/2" TALL AND
BABY G. IS 4 1/2" TALL

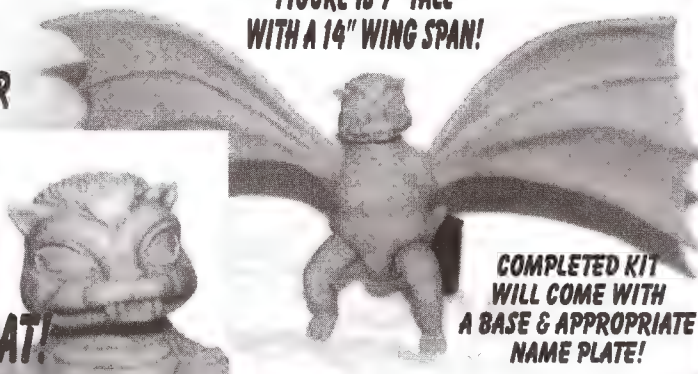
THE BULLY
V. BABY G.

\$69.99



NEW
FROM
SCULPTOR
BRIAN HUG,
THE
DO-BRAT!

FIGURE IS 7" TALL
WITH A 14" WING SPAN!



COMPLETED KIT
WILL COME WITH
A BASE & APPROPRIATE
NAME PLATE!

THE LAB BASE,
REDESIGNED TO WORK
WITH ANY OF THE 1/6TH
SCALE FRANKENSTEIN
KITS. BASE COMES
WITH OVER 50
ACCESSORY PIECES
(NOT ALL SHOWN)
(FIGURES NOT INCLUDED)

BASE AND CLIVE FIGURE PAINTED
BY DON RUTHEFORD. FIGURE ON
TABLE PAINTED BY TOM GILLILAND.
COLIN CLIVE & MONSTER ON TABLE
AVAILABLE THROUGH M.I.M.

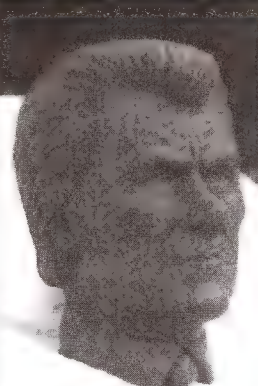
\$119.99



**DO
YOU
FEEL
LUCKY?**

SCULPTED
BY
**PAT
DELANEY**

OUR FAVORITE SAN FRANCISCO HOMICIDE DETECTIVE
WILL SOON BE AVAILABLE EXCLUSIVELY THROUGH X-O FACTO!
(PHOTOS ARE OF THE SCULPTURE STILL IN PROGRESS)



\$119.99

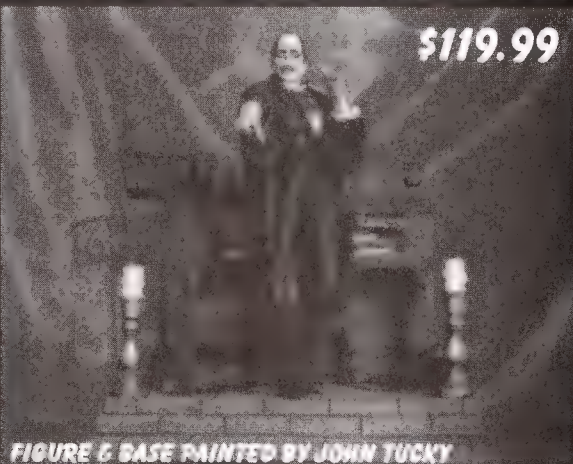


FIGURE & BASE PAINTED BY JOHN TUCKY

DESIGNED FOR THE
KAIYODO 1/200 SCALE
G '64 KIT BUT CAN WORK
WITH ANY G KIT 8" TO 12"

G-'64
\$89.99

GENERIC
G-BASE 1
SCULPTED
BY
JAMES DOUGHTY

BASE
\$24.99

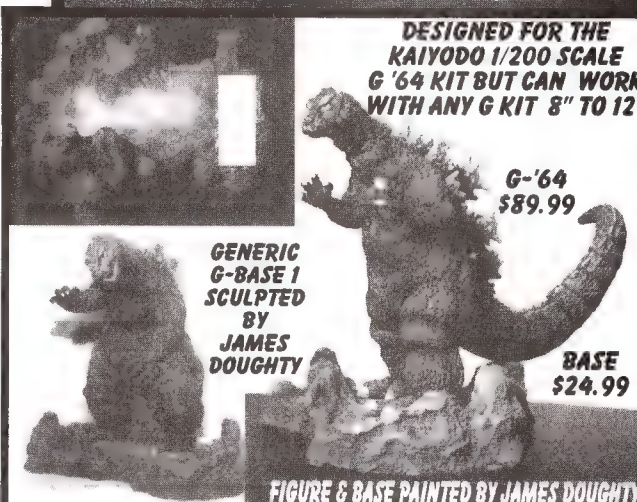


FIGURE & BASE PAINTED BY JAMES DOUGHTY

HORIZON®

P R E S E N T S

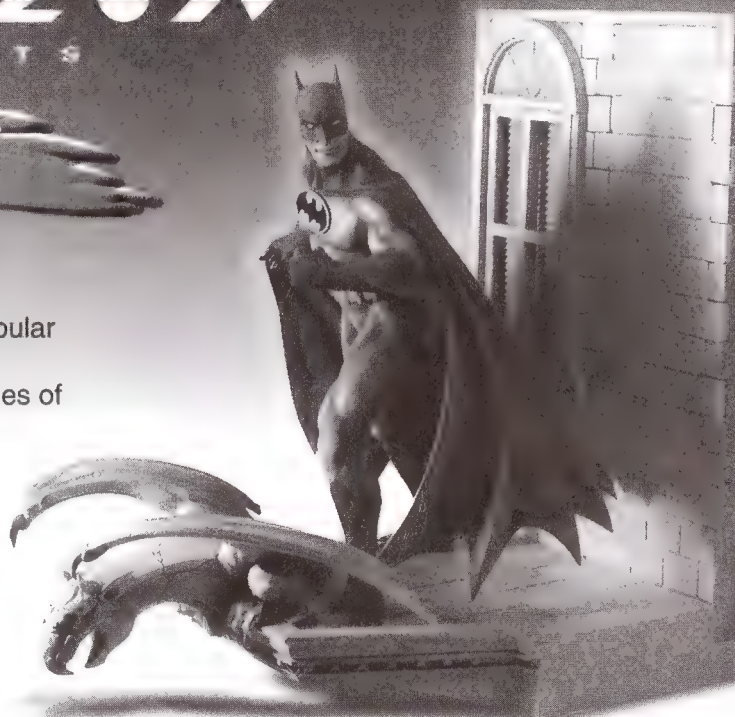


HORIZON is proud to reintroduce it's popular **Original Vinyl Model Kit** line with the first releases in a continuing series of 1/8 scale **Batman™** figures.

\$39.95 Each



HORIZON®
ORIGINAL
VINYL
MODEL KIT



37101 **BATMAN™**

(pictured on 10104 Gothic City No. 1 Base - sold separately)



37102 **CATWOMAN™**



37103 **ROBIN™**



37104 **THE RIDDLER™**



37106 **BANE™**

Also **NEW!...Whirly-bat™** 1/24 scale Solid Model Kits: 37324 with **Batman™** Figure and 37325 with **Robin™** Figure. **Knightquest Batman™** 1/8 scale Solid Model Kit \$99.95

NEW! INTRODUCING
HORIZON'S ORIGINAL STATUETTE
AND MINI-BUST SERIES

NO Assembly or Painting Required!



17101 **T2 T-800 Endoskeleton Head Mini-Bust** (3" tall) **\$25.00**



35401 **Gigantor Statuette w/ Jimmy Sparks Figure** (9" tall) **\$59.95**

HORIZON products are available at the finest hobby, comic book, and specialty retailers worldwide. Call (213) 687-0853 for more information. Visit HORIZON's web site at: <http://horizonoriginal.com>

DC bullet logo, Batman and all related elements are the property of DC Comics. TM & © 1997.
T2, Terminator 2, Endoskeleton, and the depiction of the Endoskeleton are trademarks of Carolco. All rights reserved. Used under license.
Gigantor © Entercolor Technologies Corp.

Do you feel like you're modelling in a vacuum?
Well, there's no need to be alone anymore, because now there is:

We are a non profit organisation, run by people just like you, for people just like you. We are here to promote kit building as an enjoyable hobby not as a business. Our contributors are not dealers using our pages as a platform and we are not reliant on the income received from advertisers.
(So if a product stinks we are not afraid to say so)

DRONE

The Film and TV Model Club EST 1992
C/O ANDREW HALL
172, HIGH HOPE STREET
CROOK, CO-DURHAM
DU5 9JA

Six issues per year, each one packed with news and reviews. An exclusive club gift produced by a top British sculptor. Discounts from our advertisers, and the chance to enter dozens of members only competitions. You'll also be able to take advantage of our free ad service and buy from an exclusive range of British produced kits at Trade prices.

Please note,

If you are joining mid-year then your membership will be back dated to January. This means that you will receive all that issue issues to date plus the free gift in your first mailing.

MEMBERSHIP RATES

U.K.	£12.00
E.E.C.	£16.00
U.S.A. CANADA EUROPE (ZONE 1 AIRMAIL)	£24.00
FAR EAST, JAPAN AUSTRALIA (ZONE 2 AIRMAIL)	£30.00

STERLING
ONLY
PLEASE



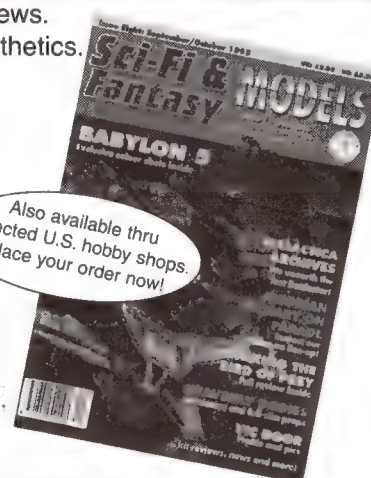
Sci-Fi & Fantasy MODELS

CREAT • FIGURES
TV & FILM MODELS
CREATURE & COMPUTER FX



- Craft and Figure kit reviews.
- Creature-making & prosthetics.
- TV & Film miniatures
- Scratchbuilding
- Japanese Animé
- Computer-generated modeling
- Series covered:
 - ~ Red Dwarf
 - ~ Star Trek
 - ~ Babylon 5
 - ~ Blake's 7
 - ~ Space Precinct, etc.
- Plus much more!

Also available thru
selected U.S. hobby shops.
Place your order now!



Dealers Inquiries Welcome

For North American subscription and back issue information, send SASE to:

Q's Continuum, 5928 West Metairie Ave, Ste #7
Metairie, LA 70003
(504) 734-3345 Internet: DKEmpire@aol.com

Let Your Imagination Run Wild!

Tom & Jerry Studio

We specialize in Painting Vinyl & Resin Figure Kits for Model Manufacturers and Serious Collectors. Send Us Your Unbuilt and/or Unpainted Kits and We Will Turn Them Into Works of Art!

For More Information, Call:

~Tommy Ellis at 615/890-9415

~Jerry Buchanan at 615/399-1492

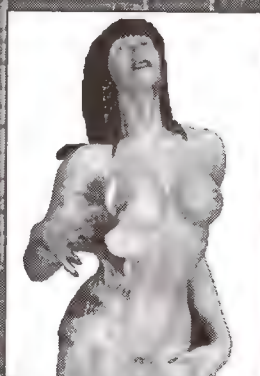
e-mail: Jerry.Buchanan@ccast.com

Or Send SASE for info & a Full Color Reference Photo to:

Tom & Jerry Studio
2293 North Ranch Road
Murfreesboro, TN 37129

Tom & Jerry's Model Page:

<http://www.ccast.com/models/index.htm>



CLASSIFIED

Hard to Find Horizon Vinyl Kits!

Prices only keep going up! Frankenstein, Phantom of the Opera, Creature from the Black Lagoon, Lugosi Dracula, Bride of Frankenstein, Invisible Man, Mole Man, 1st issue Joker & Spiderman. Call/Fax/Write for current prices. AIF, Box 8095, Dept TMR, Universal City, CA 91618-8095 Tel: 818/980-1515 Fax: 818/760-0920 (#16)

Creature Features!

Quality, limited-edition resin kits of malicious monsters, fantasy females, pirate scoundrels and deadly gunfighters. For a color catalog, send \$3 (Refundable with order). Check or money order to: David Graf, Monsters & Mayhem Models, PO Box 10620, Costa Mesa, CA 92627-1062 (#16)

Sculpting & Modeling Videos

Learn to sculpt and model on your VCR! Over a dozen titles currently available. Running times vary between 3 to 16 hours in length. Write or call for ordering information. Also, introducing "Your Monthly Garage Kit Magazine" on video! "VIDEO MAGAZINE" is a two-hour, SP speed, NTSC, VHS, cassette, featuring product/kit reviews, sculpture/model gallery, profiles, interviews, shop tech and how-tos. A three month subscription is \$35.00, post paid. Back issues available. #1 - April '96. Pay to: Wayne S. Hansen, Julian Woods Lane, Julian, PA 16844 Tel: 814/355-2542. Checks or Money Orders.

Note: We will no longer be running classifieds after this issue.

Coming in the July/August #17 issue of The Modeler's Resource:

- *Animé My Way's Jerry Buchanan takes on Cutey Honey*
- *Some serious Skullduggery with Bill Craft*
- *Jim Bertges visits one of L.A.'s Modeling Meccas - Kit Kraft.*
- *Tom Gilliland doing it up with Sideshow's new "Gallows" kit*
 - *Tommy Ellis head-to-head with Volks' Amazon*
- *Cellar Cast's Demoness gets the Bruce P. Byerly treatment*
 - *The Making of Robby the Robot, with Martin J. Bower*

...and this just scratches the surface! Reserve your copy today!

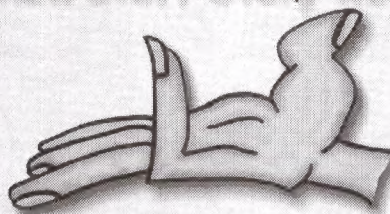
ON SALE DURING THE FIRST WEEK OF JULY!



375 full color kit pics?
55 articles?
kit company catalogs?
weekly chats?
e-mail lists?
new stuff every week?



World
Wide
Web



Kit builders: take a look - it's free!
Kit companies: get in touch - join us on the net!

Firefly Design
Attn: Denis Bohm
240 Los Altos Avenue
Los Altos, CA 94022

Phone: (415) 948-5731
Fax: (415) 949-2326
Email: gremlins@gremlins.com
Web: http://www.gremlins.com

The Doll & Hobby Shoppe

203 N. Woodland Blvd., Deland, FL 32720

(904) 734-3200 or (904) 734-1356 fax

Hours: M-F 10-6, Sat 10-4



Vision
Commandant Lee
\$210

Vision

Bruce Lee #1 (fighting sticks)	\$105.00
Bruce Lee #2	\$105.00
Vampi reclining	\$165.00
Vampi standing	\$125.00
Predator	\$210.00
Raquel (Cave Girl)	\$135.00

NEW KITS

HOGAN'S BONES - EXECUTIONER \$150.00
CELLAR CAST - VAMPIRE'S KISS \$CFP
SPECTRAL MOTION - ALEX \$CFP
SPECTRAL MOTION - NETHERLORD \$CFP
JANUS - PHANTOM OF THE OPERA \$CFP
POLAR LIGHTS - BRIDE OF FRANK \$CFP
NEW KITS ARRIVING DAILY!

We Carry...

Billiken, Screamin,
Horizon, Vision, Night Life,
Creatures Unlimited,
Newmanoid, Sideshow, 5th
Sense, Fewture, Falchion,
Kaiyodo, GEOMETRIC, Cellar
Cast, Vision, Streamline,
Grey Zon, Polydata, Halcyon,
Mon/Rev, Inteleg, Janus,
Polar Lights, Hogan's
Bones, Mountains in
Minutes, Magazines and
More!

See us online at www.doll-hobby.com

Many more kits in stock - Please call for best prices!
Send SASE for free catalog. Please specify kit catalog.

Garage Kits!

Toy Biz! ReznHedz
CellarCast! Streamline
Icon's Replicas! Soldat!
Wolf's Den! Female Kits!
Sci-Fi Vehicles! Monsters
Old, "B" Movies! MRC!
PolarLights! Grey Zon!
5th Sense! Horizon!
Mythology! ERTL

& more!!!

MODEL KITS OF THE FANTASTIC!

...plus books, magazines,
supplies & videos...over
100 manufacturers!

#1

FRIENDLY!!!

SALES

LAYAWAYS



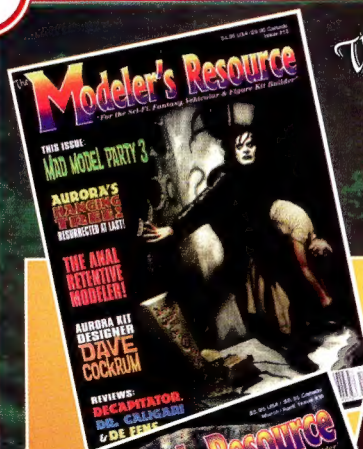
Q-Box

PRICING PROMISE

We will beat competitor's prices,
even on most sales; buy from us &
pay a total of 5% less than if you
ordered from "the other guys."

MC, Visa, Discover, AmEx, checks, money-orders, COD's
accepted. Out-of-stock items automatically back-ordered and
orders are not cancellable once placed. Damaged items or just
want to return? Call us. N.Y. residents must pay sales tax.
Prices & policies subject to change without notice. For latest
picture catalog send \$4.00 if in U.S., \$6.00 if foreign to:

144 Nevins St. #MR, Dunkirk, NY 14048
Phone 716-679-3342 Fax 716-366-8750



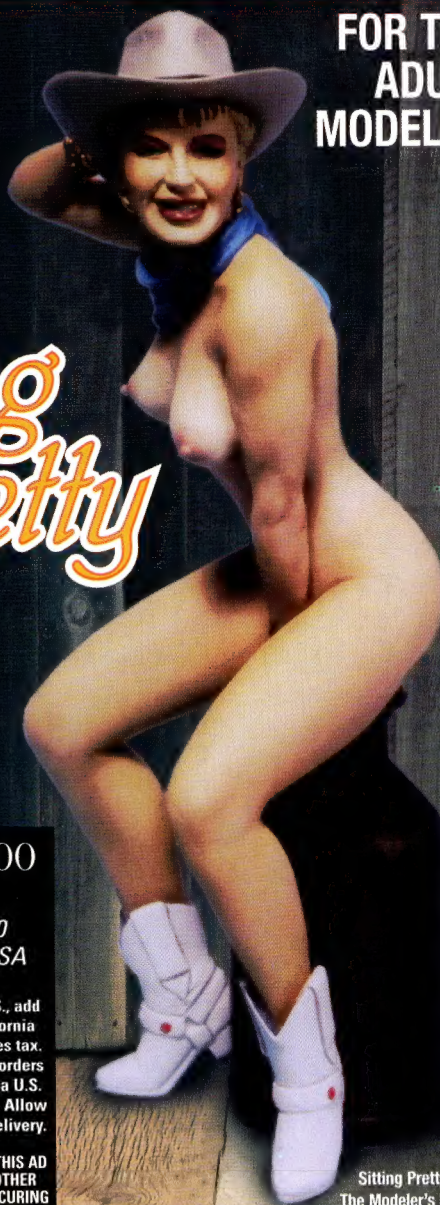
The Modeler's Resource

"For the Sci-Fi, Fantasy, Vehicular & Figure Kit Builder"

THE PUBLISHERS OF THE ONLY
BI-MONTHLY
FIGURE AND VEHICULAR MAGAZINE
proudly present their first in a
series of "Girl Next Door" kits!

FOR THE
ADULT
MODELER

Sitting Pretty



1/8 scale,
High Quality Resin Model
Sculpted by **John Dennett**
Cast by Mike Wowczuk
Pictured Kit Rendered by Jerry Buchanan

\$95.00
plus \$6.00
shipping/USA

Assembly Required. Glue and Paint not Included.

Kit includes Figure and Milk Can Base.
Each kit comes with a Signed
Certificate of Authenticity.

Make Checks or Money Orders Payable to:
The Modeler's Resource
1141 Holly Avenue • Clovis, CA • 93611-6210
Tel: 209.322.9854
Fax: 209.322.9053
e-mail: modres@psnw.com
<http://www.psnw.com/~modres>
<http://www.gremlins.com>

Orders outside U.S., add
25% for S/H. California
res. add 7.75% sales tax.
All checks/money orders
must be drawn on a U.S.
bank, in U.S. funds. Allow
4 to 6 weeks for delivery.

THIS CONTENTS OF THIS AD
SUPERCEDES ALL OTHER
ADVERTISEMENTS OCCURRING
PRIOR TO MAY 1, 1997.

Sitting Pretty © 1997;
The Modeler's Resource.
All Rights Reserved.



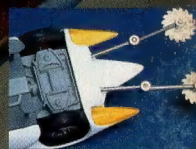
**NOW IN
STOCK!**

**Resin model kit with metal
parts and real rubber tires!**

SPEED RACER

MACH **5**

\$59⁹⁵
Each Kit
(unassembled)
plus \$7.00 S&H

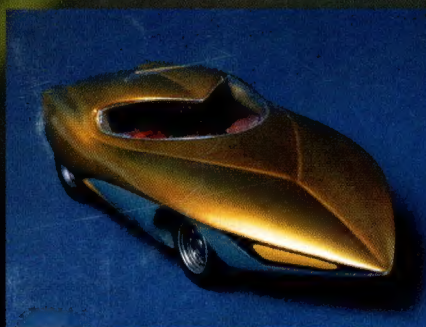


FULL LINE OF SPEED RACER RESIN MODEL KITS!

From the Classic SPEED RACER™ animated TV series — the MACH V, a supercharged race car with high-tech hardware unlike any other car in the world! This unassembled kit contains: non-toxic resin parts, rubber tires, metal rims, metal accessories and water soluble decals. This kit is part of Avatar's ongoing series of quality hobby kits and collectible figurines from the world's best animation!



Shooting Star



GRX



League of Assassins

We have a complete line of hard to find resin and garage kits! Call for details!

ORDER YOURS TODAY! COLLECT ALL 4 CARS!

Call Now! All Items
are in stock and
ready for delivery!

310/998-0070



Avatar Creations

Make check or money order payable to: Avatar Creations, 2908 Nebraska Avenue,
Santa Monica, CA 90404 (CA residents add 8.25% sales tax.)

Speed Racer Enterprises, Inc. Speed Racer is a trademark of Speed Racer Enterprises Inc. and is used under license